VOL.1 :: ISSUE 4 :: JULY 2001

STAPLES NOT INCLUDED

IGN.COM unplugged

COMPLETELY FREE*
*FOR IGNinsiders

GT3 REVIEW
Dave Z test drives Polyphony Digital's latest

GRAN TURISMO 3 A-spec

BREAKING INTO THE INDUSTRY
From Press Relations to Programmer

SEE IT AGAIN, SAM
Summer Movie Sequel Blow-Out

LIFE AFTER DREAMCAST
Where Do SEGA Fans Turn Now?

NBA STREET
10 Page Strategy Guide

Snowball

PLUS ::
NGC Tony Hawk 3 & Xbox DOA3...

vol. 1 :: issue 4 :: july 2001

unplugged :: contents

Letter from the Editor ::

Here we are again, just a mere month since our last visit. I've personally made sure this entire issue is dedicated to the jester in the kingly court of beasts, the rapscallious monkey. What's more fun than a magazine full of monkeys? Nothing!

What's that you say? There are no monkeys in this issue? Who's in charge of this place? All I ask for is one simple request to open up this *$#%*#@ issue with a few pictures of some sidesplitting simians and I can't even get that! How in the hell am I supposed to introduce this month's Unplugged if you can't even give me something to work with... *conk*

[Editor's Note: We're sorry for Tal Blevins' outburst. He has been subdued by our resident orderlies and will be in "nappyland" for the rest of the day.]

-- Tal Blevins

012

056

BREAKING INTO THE INDUSTRY

- Public Relations
- Programming

022

IGN.COM unplugged

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:: TABLE OF CONTENTS

mail call :: 004

news :: 006

releases :: 009

dreamcast :: 027
Feature: Life After the Dreamcast
Previews & Review

gamecube :: 032
Feature: Waiting for the Difference
Previews & Review

handhelds :: 036
Previews & Review

playstation 2 :: 039
Preview & Review

xbox :: 042
Feature: Things to do at E3 When You're Dead
Previews

pc games :: 045
Feature: Massively Massive Mulitplayer Madness
Contest: Pickle's Puzzles
Previews & Review

dvd :: 050
Feature: The Real Mr. Burns
Previews & Review

filmforce :: 055
Feature: Summer Sequels Strike Back
Previews

formen :: 060
Feature: Hot! Hot! Hot!
Feature: Tele-Casting
Feature: MDLP Round-up
Feature: DJ Tips

sci-fi :: 065
Feature: Interview with Julian Grant
Review: Anime DVDs
Review: Comics

codes:: 070
Codes: Game Codes
Guide: NBA Street Guide

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Email of the Month

Singapore Airlines is the best airline ever!!!

So far I've watched Traffic and Gladiator on my own personal monitor and played such gameboy color games as Zelda DX, Super Mario Bros and Metroid 2 for free (there are around twenty available for play). And now, I'm sending e-mail and surfing the web from 30,000 feet up!!! And, the stewardesses are HELLA HOT!!! ALL OF THEM!!! I'M NOT EVEN IN JAPAN YET AND I'M ALREADY OVERWHELMED!!!

BEST AIRLINE EVER!!!!

– Anoop Gantayat

PC ::

We All Lose Instructions

I lost the Voodoo3 3000 PCI box and directions for Voodoo3 PCI installation on my computer. I need to know where I can find installation instructions because all I can find is the card and the setup CD (Those funny people at Best Buy installed it the first time for me). **- Krings**

Steve responds: *Those Best Buy kids are always cracking us up with their helpful in-store installation of many quality brand name peripherals at low, low prices. But in the absence of qualified, blue vested Best Buy technicians I would urge you to check out www.3dfxfiles.com or www.voodoofiles.com. Either site has what you're looking for.*

Angelic Amnesiac

Corn Dogs? Where am I? **- Mike**

Steve responds: *Why, you must be in heaven Mikey, you must be in heaven.*

FilmForce ::

Rooby Roo!

I'm excited about the new Scooby-Doo movie coming out next year. I know Scooby will be all CG, but do you know who will be providing his voice? **- Dana B.**

Linder responds: *Dana, there haven't been any official announcements but we've heard that Scott Innes – the man who took over as Scooby's voice when Don Messick passed away in 1997 – has been flown to Australia to begin work on the film. You can hear Innes' work in the made-for-video Scooby movies: Scooby-Doo and the Alien Invaders, Scooby-Doo and the Witch's Ghost, and Scooby-Doo on Zombie Island.*

Ass Whoopin' Blues

Wow, dude!!!!!! I just got my ass whooped for hittin' my little brother, but when I saw this a smile came to my face and I forgot about everything!!!!! Please send me some good pictures!!!!! P.S. You guys are the best!!!!!! **- Mike Palma**

Linder responds: *Well, Mike, I'm glad IGN FilmForce could brighten your day! If I knew what movie you were writing in about I might be able to scrounge up a few pics. Two words of advice: Try to be a little more specific with your requests, and stop beating up your brother. He may grow up to be twisted and vengeful...and much bigger than you.*

PlayStation 2 ::

Dynasty Schmynasty

I've been reading a lot about NCAA FOOTBALL 2002 and there is one thing that I don't truly get. What exactly is the dynasty mode? Can you tell me about the football recruiting options in it? **- Vonderfecht**

Rev. Smith responds: *Dynasty Mode is like franchise mode in Madden, with alterations and additions to reflect the college system. In the recruiting phase, you have a bank of points to spend on making an effort to get players – things like calls and visits from coaches and assistants can potentially sway players towards your school. Their decisions are influenced by lots of other factors, though, like their location, your school's performance, the role they'd wind up playing on your team, and so forth. Some players would rather play closer to home, some want to start their freshman year, same want to play for a team that's got better bowl chances, etc. It's very deep, Dave Z is quite pleased with it so far.*

Wanker? I Don't Even Know Her!

I just wanted to know, where are all the Evangelion games for PS2?? All I know of is Eva Typing Project-E, which I already have. Saturn had many Eva games and that's why I got one. Being the huge fanboy I am I have to have anything Eva. Eva kicks ass. Eva is my bible. Hideaki Anno is my hero. **- Bill Mullen**

Rev. Smith responds: *You're a wanker. Me, I wanna know where the hell the FLCL games are.*

DVD ::

Eltit Seog Ereh

Is there any word on when Memento will be coming out on DVD? This is an incredible movie and I cannot wait for it to be released on DVD so that I can watch it backwards and forwards (or forwards and backwards, if you think about it). Any information will be appreciated. **- Sean Maconachy**

Steven responds: *Memento (or Otnemem) releases on DVD September 4, 2001. (see our preview this issue). If you watch it backwards, there will probably be no sound unless you have some weird ass player. So no, it won't make sense. We recommend playing a CD while the movie plays. Recommendations: The Moulin Rouge soundtrack or Paint the Sky With Stars: The Best of Enya.*

Work That Backend, Baby!
Why is the review score at the top of reviews on IGN DVD? **- Barry Levitz**

Steven responds: *thank you for asking because no I can rail and rant because a reader asked me not just because it is my personal preference. Hopefully by the time you read this, this particular annoyance will be fixed. Engineers. What are you gonna do? It's not like they have anything else to do. Keeping three separate database backends working, managing the publishing of IGN's 15 sites daily, and doing it with a fraction of their original headcount shouldn't be THAT hard. I mean really.*

GameCube ::

Hawkman on GameCube?
Is there any confirmation of Tony Hawk's pro skater 3 being released for the Nintendo GameCube?
- InspectaahDeck

Fran responds: *Many people missed this announcement, but Acclaim has voiced full support for GameCube with Tony Hawk's Pro Skater 3 and Spider-Man. Unfortunately, don't look for these games until 2002.*

GameCube Online?
Is there any chance that Nintendo will reveal ANY details about its internet strategy at Spaceworld 2001? **- Jim Jeffery**

Fran responds: *There are no official plans but Nintendo has hinted that it would provide further details about its online strategy at the show. Furthermore, Sega, who is releasing Phantasy Star Online ver. 2 for GameCube, has said that we would find more information about how users will be able to play the game online.*

Xbox ::

Tell Me the Best Without the Best
The Xbox is one serious piece of kit, but I'm still convinced that PS2 and NGC are going to battle for the top spot. Can you guys at IGN convince that Xbox is a good console? P.S. you not allowed to use the games because these are all the good game I know:

1. WWF Raw is War
2. Halo
3. DOA 3
4. Unreal Championship
5. Jet Set Radio Future

- Kenny

Vincent responds: *So wait, you want us to defend a good console without using its best games? Well, you left out Munch's Oddysee for one, and Cel-Damage, and Amped, and Tony hawk 2x and new legends and Obi-Wan and... you get the picture. The number of launch titles is actually living up to Microsoft's original promises. Take a look at the incredible games coming out by this Christmas (not even including the ones on your list), and you'll see that nothing is guaranteed for a certain win this fall.*

ISS in US?
Hi. I'm really desperate and I need the answer to my question real bad -- It's about Konami's fantastic ISS Pro Evolution series (in Japan also known as Winning Eleven series) developed by KCEtokyo. Could you please tell me will this perfect game be made for Xbox, and if it will, could you give me any information about the release date? **- Marko**

Vincent responds: *Good news and bad news, Marko. ISS Pro Evolution has been talked about in the Konami camp -- but in Japan. So far, the company hasn't made any mention about a US version of the game coming to the Xbox stateside. Still, you can be confident that if you saw previous versions of the game hit the US, you'll also see the Xbox graced with ISS as well. keep your trigger fingers crossed.* ■

FlyCam Follies ::

When do we get to see Dave naked? I want the XXX Dave Zdyrko cam! Oh baby!
- Siraris

I'm scared of you.
- chamPiN17

I second that Champin.....
::shudders::
- davessj3

:| Something is wrong here.
- wrestlinggamer

I don't think that anyone would want to see Dave's "anaconda"...
- smartazz_2

I never want to see that mainly because he calls it a "Super Penis." What the hell does he mean by that... *gouges out eyes in preparation*
- tyrok3k

I shudder at the thought of Dave naked... whats wrong with you people! lol
- Benefold

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You can email the editors at:
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ps2_mail@ign.com (PS2)
cube_mail@ign.com (NGC)

insider NEWS

Who's Your Daddy?

Who keeps you in "the know"? We do! IGN always provides you with the latest and greatest gaming and entertainment news. And be sure to bookmark the Insider exclusive "IGN Press Room" board for up to the minute news updates hot off the wire.

PC :: Age of Empires Tournament

In June, Microsoft announced that they would be hosting the Age of Empires II: The Conquerors International Tournament. the event will pit combatants from 15 countries against each other in a competition for a $50,000 grand prize. Starting in mid-July a series of competitions will be held to determine the champions from each country. Those 15 winner will then be flown to Redmond, Washington to compete for the grand prize on October 24. And to think, your girlfriend said you were wasing all that time playing video games.

DC :: Bleemcast MGS Goes Gold

Those still a bit upset that Bleem for Dreamcast is only available as one game per disc set may have a sudden change of heart when they check out www.bleemcast.com. As the best PlayStation game ever, Metal Gear Solid for Bleemcast has gone gold. However, Bleem has still been having trouble getting Bleem For Dreamcast out, so they need your help; head on over to the official Bleemcast site where you can help test Bleemcast for Metal Fear Solid... provided you live in the Los Angeles area.

DVD :: Free *Jurassic Park 3* Tickets

Universal Home Video, emboldened by the success of their *The Mummy Returns* is going to try it again with the Jurassic Park franchise. Just by *The Jurassic Park DVD Collection* (July 10) and get a free ticket to JP3 redeemable sometime in the first two weeks of release (July 18).

As far as we can tell, there is no additional material added from the previously-released versions of these films except for a link to the premiere of JP3. So, if you've already boned up on your dino DVDs, no need to rush out and get these.

FilmForce :: T3 Hacked?

John Brancato and Michael Ferris – the screenwriting duo behind that preposterous Sandra Bullock film, *The Net* – have been hired to rewrite *Terminator 3*. The current script, penned by Ted Sarafian, pits Arnold's Terminator against an evil "energy-based" female Terminator that can shape-shift. It isn't known what story elements will be changed in the new draft but the word is that the female Terminator will become a good version. She will team with Arnie to fight another male Terminator. Who's reumored to play the new baddie? The man who could be the Schwarzenegger of our generation: Vin Diesel!

Xbox :: Wreck Cars in Project Gotham

Recently, Microsoft held their "Extreme" event to show off Windows XP, Ultimate TV, and the Xbox amoung other things, and as part of the Xbox presentation, they showed a live demo of Amped: Freestyle Snowboarding and Project Gotham Racing. At the end of the Gotham demo, it was revealed that car damage is in the game, despite the fact that they are using officially licensed cars. Even the highly respected Gran Tourismo couldn't pull off that feat with its officially licensed cars. Is Microsoft using it's Marketing muscle to make it happen like it did with Midtown madness? You be the judge.

GameCube :: Super Monkey Ball for Launch

Sega has confirmed that Super Monkey Ball will launch with the Gamecube in Japan. Initially Sega and the creators of the game, Amusement Vision, were unsure of when the title would be ready, but were hoping it would be ready for launch. It seems that the Amusement Vision team has pushed itself to port the arcade-grounded Monkey Ball over to Nintendo's next-generation system. GameCube launch, which takes place on September 14th, will see the revamped version of the game with an added four-player mode. Amusement Vision feels that multiplayer will be the focus of Super Monkey Ball. Look for the cute puzzle game to hit U.S. launch as well.

PlayStation 2 :: Insomniac's Raccoon Raises Brows

Everyone has been absolutely quiet about Insomniac, the guys behind the Spyro The Dragon series. But we have learned something quite interesting about their new project. At E3 this year, Insomniac was totally absent from the hype, pomp and ceremony. members of the team were there, and they were checking out other games, but their product was absent.

However, the word from the E3 show floor is that Sony's strong second-party developer is working on a platform-style game that's entirely original and that is, according to our E3 source, "better looking than anything else on the E3 show floor." The name? Raccoon. Hmm...

Xbox :: Name Dispute Settled

In a Reuters report, it was revealed that Microsoft and XBOX Technologies have reached a settlement regarding the use of the Xbox name. According to the settlement, microsoft will not be forced to change the name of the console because of a patent that was filed by XBOX Technologies in 1999.

Robert Koolen, vice President of Marketing for Knowledge Mechanics (owner of XBOX Technologies name), said "It was a very, very mutually satisfying agreement." How many zeros are in "very" again?

Microsoft has yet to make an official statement on the settlement.

GameCube :: THQ Announces 14 GameCube Titles

THQ has announced plans to release a whopping 15 GameCube titles in 2002. Currently announced games include Tetris Worlds, MX 2003 featuring Ricky Carmichael, Jimmy Neutron: Boy Genius, Rugrats, Rocket Power, Scooby-Doo, and a game based on the WWF Wrestlemania franchise. Sources indicate the same team behind WCW/NWO Revenge, Aki, has been in possession of GCN development hardware for months with work on the GCN wrestler steadily progressing. This is undoubtedly one of THQ's most important additions to the GameCube lineup, and we'll be following closely in the months to come.

PC :: NOLF Source Code Decoded

No One Lives Forever was certainly one of the most impressive shooters we've ever played thanks in large part to the awesome engine and design. Now in an effort to support the NOLF community, Monolith has decided to release the 1.003 NOLF source code to the public. The 5.46MB file can be found on www.noonelivesforever.com. Aspiring designers must already hav Microsoft visual C++ 6.0 with service 3 pak, DirectX 8 SDK and at least 400MB free disk space. And remember, if your game sucks, poor Dan'll have to review it.

GameCube :: Nintendo Sales Back GCN Launch

Nintendo announced that it has reduced the number of first-party GameCube launch titles to two: Luigi's Mansion and Wave Race: Blue Storm. The Miyamoto-designed and directed Pikmin will release on October 26 in Japan, Super Smash Bros. Melee is now scheduled for a November release, and Eternal Darkness and Animal Forest are set to ship for the console in December. Industry analysts suggest that Nintendo is trying to ensure high sell-through numbers of its in-house software by spacing out the game releases, so the delays are predominantly marketing related. It is currently unknown whether the delays will also impact the GameCube's US launch, but already rumors are emerging that Silicon Knights' Eternal Darkness won't be finished in time for the console's debut. Until new dates are announced, the current US launch lineup for GameCube promises to deliver around 15 titles from both Nintendo and third parties.

DVD :: Crouching Tiger, Hidden Dragon Breaks Records

Ang Lee's Crouching Tiger, Hidden Dragon DVD is the number one bestseller for Columbia Pictures. But will it ever reach the top-selling DVD of all time: Gladiator? Not likely. Gladiator holds the crown with close to six million units shipped.

Look for several best-selling titles to fall this October when both The Godfather and The Phantom Menace bow on the format for the first time. Also chugging up massive sales is Cast Away. Among the IGN.com audience though, we believe The Matrix is the top-seller of all time. Look for a poll on IGN DVD on July 13 to choose your favorite DVD from our scientifically selected list of ten.

Nintendo 64 :: N64's Last Stand

In case you're wondering why IGN Unplugged doesn't include a Nintendo 64 section anymore, take it from us: it's dead. Nintendo has apparently decided against publishing popular Japanese shooter Sin & Punishment and communication game Animal Forest in the US and has currently only two titles slated for release worldwide. In the US, N64 fans will receive a custom version of Tony Hawk's Pro-Skater 2 courtesy of Activision, and in Japan, Media Factory will release Parity Bit's Derby Stallion 64 on July 27. While not a breakthrough success like the PlayStation, the NES and the SNES, N64 leaves behind a legacy of excellent first-party titles, a mass of mediocre third-party products, and a laundry list of cancelled projects. Note that early N64 titles such as Blast Corps and Wave Race are now in short supply. So if you've got some cash left over this holiday season, try to get your hands on an N64 for cheap and collect the whole first-party lineup before it's gone.

FilmForce :: It's Raining Evil!

Michelle Rodriguez (*Girlfight*) plays Rain in director Paul Anderson's forthcoming *Resident Evil* movie. Some gamers are up in arms over changes Anderson is making to the accepted *Resident Evil* continuity. Rodriguez explained that the film is a prequel to the Capcom series. She also talked a little about her character saying, "She's an ex-Navy SEAL who works for the Umbrella Corp. They do scientific experiments, and my job is to quarantine the situation, make sure that no creatures get out of these places. The next thing you know, things are blowing up, heads are rolling, I'm shooting an HK-5 at a governor, I've got a Rambo knife, and I'm snapping necks."

Dreamcast :: Half-Life For Dreamcast Canceled

Those were the exact words – no more, no less – from Sierra's community board that acted as Sierra's press release. It's ironic that Sierra chose this method – a rather simple, concise, and very unobtrusive manner – to release the news that the Dreamcast version of Half-Life had been canceled. There's still a miniscule chance that a third party might take up the project, but there's no denying that the Dreamcast is slowing dying due to "changing market conditions."

For more exclusive news, be sure to check out **http://insider.ign.com.**

We've Got Your Back

Pissed off because you didn't get to the store in time to grab the latest version of Animals Unleashed: The Monkey Man Cometh? Fear not! Just head over to the IGN GameStore and pick up a copy now!

PC Games ::

TITLE	GENRE	PUBLISHER	DATE
Vietnam 2 Back in the Front	Action	Valuesoft	07/02
F/A - 18 Korea Gold	Simulation	Graphics Simulations	07/03
Monopoly Casino Vegas Edition	Puzzle	Hasbro Interactive	07/04
Sega GT	Racing	Activision	07/04
Atari Anniversary Edition	Arcade	Hasbro Interactive	07/04
Novalogic Jet Pack	Simulation	Novalogic	07/05
Freeform	Other	Nutridata	07/05
Bait	Other	Nutridata	07/05
Armada	Other	Nutridata	07/05
Emergency Room 3	Puzzle	Activision	07/08
Gadget Tycoon	Sim	Jack of all Games	07/09
Ultimate Egyptian Adventure Pack	Adventure	Dreamcatcher	07/09
Disney's Aladdin Action Game	Family	Disney Interactive	07/09
Empire of the Ants	Strategy	Strategy First	07/10
Roads Rails and Runways	Simulation	TalonSoft	07/10
Battlecruiser Millennium	Simulation	3000 AD INC.	07/13
Operation Flashpoint	Action	Activision	07/15
Wizardry 8	RPG	Sir Tech	07/15
Your Entertainment Pack	Other	Cosmi	07/16
Your 3D Game Pack	Other	Cosmi	07/16
The 4th Prophecy	Adventure	Dreamcatcher	07/16
Schizm	Adventure	Dreamcatcher	07/16
Pipe Dreams 2	Puzzle	TalonSoft	07/16
Shogun: Total War - Warlords Edition	Strategy	Electronic Arts	07/17
Galleon	Adventure	Interplay	07/17
MechCommander 2	Strategy	Microsoft	07/19
The Nations	Other	Macmillan	07/19
The Sting	Other	Macmillan	07/19
Jekyll & Hyde	Adventure	Dreamcatcher	07/20
Wonderbuck	Other	Interplay	07/22
Expert's Las Vegas Casino & Devil's Island	Pinball	Activision	07/22
100+ Best Arcade & Kids Games	Arcade	Activision	07/22
Emergency Room: Collector's Edition	Puzzle	Activision	07/22
Mega Man Legends	Action	Capcom	07/23
Desperados - Wanted Dead or Alive	Strategy	Infogrames	07/24
Cultures	Strategy	GT Software	07/24
Green Berets	Strategy	TalonSoft	07/27
Max Payne	Action	Gathering of Developers	07/30
The Settlers IV	Strategy	Ubi Soft	07/31

PlayStation ::

TITLE	GENRE	PUBLISHER	DATE
Final Fantasy Chronicles	RPG	Square	07/01
Goofy's Fun House	Action-Adventure	NewKidCo	07/05
In Cold Blood	Action-Adventure	Dreamcatcher	07/08
Digimon Card Battles	Miscellaneous	Bandai	07/11
Sky Diving Extreme	Action	Crave Entertainment	07/17
Inspector Gadget	Action	Ubi Soft	07/18
Atari Anniversary Edition	Miscellaneous	Hasbro	07/18
Tiny Toons Plucky	Action	Crave Entertainment	07/25
Saiyuki	Action	Koei	07/28

PlayStation 2 ::

MX 2002 Featuring Ricky Carmichael	Racing	THQ	07/04
Gran Turismo 3 A-spec	Racing	SCEA	07/10
Ephemeral Fantasia	RPG	Konami	07/10
Le Mans 24 Hours	Racing	Infogrames	07/17
Klonoa 2: Lunatea's Veil	Platform	Namco	07/24
Extermination	Adventure	SCEA	07/24
NCAA Football 2002	Sports	Electronic Arts	07/24
Rugby 2002	Sports	Electronic Arts	07/24
Gundam Journey to Jaburo	Combat-Action	Bandai	07/25
Rune: Viking Warlord	Action	Rockstar	07/26
Stretch Panic	Platform	Conspiracy Games	07/31

Game Boy Advance ::

Bomberman Tournament	Action	Activision	07/02
Top Gear GT Championship	Racing	Kemco	07/10
Tweety & the Magic Gems	Action	Kemco	07/10
Pac-Man Collection	Action	Namco	04/12
High Heat Baseball 2002	Sports	3DO	07/17
Jurassic Park III DNA Factor	Action	Konami	07/21
F14 Tomcat	Action	Majesco	07/26
Fortress	Puzzle	Majesco	07/26

Game Boy Color ::

Dragon Warrior III	RPG	Enix	07/15
Land Before Time	Action	Conspiracy	07/16
Toki Tori	Puzzle	Capcom	07/18
Trouballs	Puzzle	Capcom	07/18
High Heat Baseball 2002	Sports	3DO	07/20
Hercules	Action	Titus	07/24
Xena	Action	Titus	07/24
Max Steel	Action	THQ	07/24
Pokemon Crystal	RPG	Nintendo	07/30

Dreamcast ::

Reel Fishing Wild	Fishing	Natsume	07/10
Heavy Metal Geomatrix	Action	Capcom	07/18
Sports Jam	Sports	Agetec	07/20
Outtrigger	First Person Shooter	SEGA	07/24
Soldier of Fortune	First Person Shooter	Crave	07/24
Floigan Brothers	Adventure	SEGA	07/26
Dragon Riders	Adventure	UbiSoft	07/31
World Series Baseball 2K2	Sports	SEGA	07/31

DVD ::

(NOTE: SE = Special Edition, UE = Ultimate Edition, CC = Criterion Collection)

TITLE	ESRP	DIRECTOR	DATE
My Best Friend's Wedding SE	$24.95	P.J. Hogan	07/03
Snatch SE	$27.95	Guy Ritchie	07/03
V: The original Mini-Series	$19.98	Kenneth johnson	07/03
The Wedding Planner	$24.95	Adam Shankman	07/03
Westworld	$19.98	Michael Crichton	07/03
Die Hard: The Ultimate Collection	$79.98	Various	07/10
Die Hard: 5 Star Collection	$29.98	John McTiernan	07/10
Die Hard 2: Die Harder SE	$29.98	Renny Harlin	07/10
Die hard With a Vengeance	$29.98	John McTiernan	07/10
Down to Earth	$29.99	Paul Weitz, Chris Weitz	07/10
Jurassic Park DVD Collection	n/a	Steven Spielberg	07/10
Monkeybone: SE	$26.98	Henry Selick	07/10
Thirteen Days: Infinifilm Edition	$26.98	Roger Donaldson	07/10
Wayne's World 1 and 2: The Epic	$49.98	Various	07/10
Withnail and I: CC	$29.95	Bruce Robinson	07/10
The Caveman's Valentine	$26.98	Casi Lemmons	07/17
The Family Man	$26.98	Brett Ratner	07/17
The Gift	$29.99	Sam Raimi	07/17
Meet Joe Black: UE	$26.98	Martin Brest	07/17
Mobile Suit Gundam Wing 8	$24.98	Gordon Hunt	07/17
Mobile Suit Gundam Wing 9	$24.98	Gordon Hunt	07/17
Mommie Dearest	$29.99	Frank Perry	07/17
Notting Hill: UE	$26.98	Roger Michell	07/17
Patch Adams: UE	$26.98	Tom Shadyac	07/17
Saving Silverman	$24.95	Dennis Dugan	07/17
Sugar and Spice	$24.98	Francine McDougall	07/17
Akira: Limited Special Edition	$39.98	Katsuhiro Otomo	07/24
Pollock	$24.95	Ed Harris	07/24
Sweet November	$24.98	Pat O'Connor	07/24
Valentine	$19.98	Jamie Blanks	07/24

In Theaters ::

TITLE	STUDIO	DIRECTOR	DATE
Cats & Dogs	Warner Bros.	Larry Guterman	07/04
Scary Movie 2	Dimension	Keenan Ivory Wayans	07/04
Kiss of the Dragon	Fox	Chris Nahon	07/06
Final Fantasy: The Spirits Within	Sony	Hironobu Sakaguchi	07/11
Legally Blonde	MGM	Robert Luketic	07/13
The Score	Paramount	Frank Oz	07/13
Jurassic Park 3	Universal	Joe Johnston	07/18
America's Sweethearts	Sony	Joe Roth	07/20
Planet of the Apes	Fox	Tim Burton	07/27

PUBLISHER
SCEA

DEVELOPER
POLYPHONY DIGITAL

GENRE
RACING

PLAYERS
1-6

Featured Review :: Gran Turismo 3 A-spec

review by David Zdyrko

Staunch critics of PlayStation 2 have argued vehemently that there hasn't been a single must-have game released on the system since its North American launch last October, claiming that the console's launch games like Tekken Tag Tournament, Ridge Racer, SSX and Madden NFL 2001 weren't "killer apps" or system selling games. And while recent releases like Twisted Metal: Black, Onimusha: Warlords and NBA Street have managed to change the minds of countless individuals, the game that will undoubtedly make the largest impact and win over even the most cynical of doubters is Polyphony Digital's Gran Turismo 3 A-spec.

Touted by Sony as a "racing dynasty", the Gran Turismo series is arguably the best videogame racing franchise that the world has to offer and in my mind there's not another game in the genre that you'll find on any other console or the PC that even comes close to the brilliance that is Gran Turismo 3. There might be other racing titles out there that better simulate the driving experience of a particular car make or model and I'm sure you'd be able to find countless PC games that are better racing simulations, but GT3 manages to annihilate any would-be challengers by simply offering the gamer a profound amount of depth that's just not seen in any other game.

Other than GT2, there's not another game around that even comes close to presenting a wider selection of vehicles.

The Cars ::

Case in point is the raw number of cars that the game has to offer and the variety of makes and models that can be found. Other than Gran Turismo 2 on PlayStation, there's not another game around that even comes close to presenting the player with a wider selection of vehicles to drive. The reason that this is so important is that the tastes and preferences of different gamers are so varied and by including this great line-up of automobiles, Polyphony Digital has simply increased the likelihood that each particular gamer will find his or her favorite car type in the game.

Most other games are limited to a more defined type of car – such as having only Le Mans cars, F1 cars, or import cars, or specific car brands like Lamborghini, Ferrari or Porsche -- and this seriously limits each title's mass-market appeal. Something like Need for Speed: Porsche Unleashed might be the wet dream for fans of this particular German automobile manufacturer, but for people that dislike this car make or just aren't too excited about it, the game's value as a racer is lessened.

And from the look of the responses and requests that we've received for our GT3 Car of the Day feature on IGNPS2, the people looking to buy this game have a wide range of likes and dislikes. More than 100 different car models have been requested with certain people drooling over the thought of getting the chance to drive the latest Viper and others claiming that American-made cars are worthless and that they can't wait to soup-up and customize something like a Nissan Skyline or Lancer Evolution.

The plain and simple truth is that regardless of what your personal preference or opinion is that someone with a different take on things might be every bit as right as you are and by offering such a diverse line-up of cars, GT3 has just about every base covered. The game's impressive car line-up approaches 190 different vehicles and has just about every different car type that a car enthusiast would like -- Japanese import cars, German automobiles like Porsche (RUF), Mercedes and BMW, powerful American sports cars like the Dodge Viper, Shelby Cobra and Chevrolet Corvette, Le Mans cars like the Mazda 787B,

Formula One racing cars, rally racing cars, and countless makes and models of cars that normal people can buy and drive in the "real world".

The only notable things missing are some classic American "muscle" cars, the Pontiac brand, Ferrari, and Lamborghini (the Diablo found in the Japanese version of GT3 has been removed from the American and European versions). Otherwise, the probability of you finding something in the game that you'll enjoy driving is a thousand times better than my chances of scoring on any given Friday night. Plus, Polyphony Digital has gone the extra mile to add some brand new models that have either just made it onto the market or won't see the roads until long after GT3's release, such as the Mazda RX8, Acura RSX (replacement for the Integra) and Nissan Z Concept Car. These new last minute additions might help make you forget about some of the cars missing from the game.

2003 NISSAN Z CONCEPT

Handling, Physics and AI ::

Even so, just having a massive car list isn't what makes GT3 the great game that it is. If all the cars presented the exact same racing experience with the only real difference being visually, then the whole novelty of having all these different cars to drive would wear thing rather quickly. This is definitely not the case with GT3 – all of the cars handle based on real-life physics with factors like the weight of the car, whether it's front-, rear-, or four-wheel drive or if it has a front-, mid-, or rear-engine design coming into play. Depending on the car's drive train, suspension, weight, horsepower, tires, engine location and numerous other factors, when you should brake going into turns, whether your car will tend to understeer or oversteer, and how best to come out of a turn will be different.

And while this was also completely true in both Gran Turismo and Gran Turismo 2 on PlayStation, the handling in GT3 is substantially improved and is about 33% or so more responsive. Cars have a much more realistic sensation of having weight, which is probably felt the best in the rally racing. You can feel the bumps and changes of elevation in the roads and how it affects the weight distribution in your car a lot better, and the general control is a lot smoother and much more precise. When you do things like reduce the weight of your car, add a few extra horsepower by upgrading the muffler, or tweak the gear ratios (by the way, the graphs from the first GT have returned), the changes are much more apparent than previously. Quite simply, after driving around in GT3 a lot, it's hard to go back to either of the GT games on PlayStation because they just don't feel that good anymore.

The game controls great with either the Dual Shock 2 controller or the new GT Force Steering Wheel from Interact. Using the pressure sensitive face buttons on the new Dual Shock, the gassing and braking with the regular buttons offers a lot more control to the player than you could get with the regular controller in either of the PlayStation titles. And for those that prefer the using the right analog stick for the analog gas and brake, it works as well as ever and feels like it might even be a little more precise than it had been in the past.

If you're looking for an even more realistic racing experience than what can be possible with the controller, you'll be pleased to know that the steering wheel works really well with the game. After some practice, you'll find that the extra analog movement and sensitivity that you can get with the wheel, the gas and the brakes can make you a much better drive. Even still, I've generally opted to use the Dual Shock 2 the majority of the time as there's a lot less room for error and there's a very minimal learning curve when you go to a new track or switch cars.

On the downside, Namco's NeGcon controller, which is the preferred instrument of choice for some longtime Gran Turismo players, appears to be completely unsupported in GT3. I personally was never able to use it effectively in either GT or GT2 even though I used it religiously for other games like Ridge Race and Wipeout, so it's not really that big of a loss for me, but still worth mentioning for those that like to use it.

GT3 offers the player two different camera viewpoints, including the full screen camera angle that's positioned from the front bumper of the car and the standard behind-the-car viewpoint. Thanks to the 60 frames per second framerate, this is actually the first Gran Turismo game where I felt most comfortable using the full screen viewpoint. Sadly, if you're hoping for the most realistic driving simulation possible and looking to use a cockpit view that gives you the perspective from the driver, Polyphony Digital has not made that available in the game. The other two camera views are still more than satisfactory, though, and the game is highly playable and enjoyable from either of them.

Even though the handling is much improved and the physics have seen a striking progression, the AI and general racing experience that you'll get in GT3 isn't really all that different than GT2. Sadly, all of the same cheat tactics that ▶

FORD FOCUS RALLY CAR

could be used in the previous Gran Turismo games, such as using other cars to help you take turns faster without hitting the walls or simply riding walls at high speeds to get around certain turns, still work exactly the same way here in GT3.

The promised emotional AI, which would have the computer-controlled drivers race more like a real person, is completely non-existent and if you watch the AI cars closely you'll find that they generally race on a line and react to things exactly like they did in the previous games. AI drivers will make mistakes, hit walls, and race with some imperfection, which is a good thing, but they don't realistically react to your driving. The CPU will often bump you off the road if you're in their way and unless you're playing the Arcade Mode on the secret Professional difficulty the CPU's cars are a bit handicapped (don't get the car's top speeds and won't take corners as well). What this means is that in the Gran Turismo Mode, if you have a car that has the exact same specs of the computer, you don't necessarily have to race better to finish in first place. This just doesn't seem right for "the real driving simulator".

The most annoying AI problem, though, is the fact that in some of the early five-lap Amateur League races, you'll encounter some really stupid pit strategy and tire handling by the computer racers. For instance, in the Gran Turismo World Championship in the Amateur League, which starts off with a bunch of five lap races with tire wear on, if you're pitted against a car line-up with a Dodge Viper or Chevrolet Corvette CR5 you can expect the exact same thing to happen every time – if you have a car evenly matched with the other four cars, the Viper or Corvette will completely destroy you for the first four laps only to pit after lap number

ASTON MARTIN VANQUISH

four, allowing you to easily win the race. While it might be realistic for these cars to wear out the tires faster because they'll tend to skid on turns more, this just seriously hampers the enjoyment of these particular races. The AI drivers of the Viper or Corvette should understand if they pit after the fourth lap of a five-lap race like this that they'll have no chance of winning and they should either try and pit earlier to give them more time to catch up at the end or just drive a bit more cautiously to try and lessen the wear on the tires

This problem isn't as noticeable or at least not as significant when you move on to the longer races in the Amateur or Professional leagues, but improving upon the pit strategy of the AI drivers, as well as finally implementing a more realistic and "emotional" artificial intelligence, are two things that I'd definitely like to see done in the next Gran Turismo release.

Gameplay Modes, Races & Tracks ::

With GT3, you're given all of the customary modes that you'll see in most racing games like the obligatory arcade and time attack modes, but the meat and bones of this game that really sets it apart from the pretenders is its beefy Simulation Mode. Here's where you have to earn licenses, buy a car, and win races to upgrade your current car, win new ones or earn the cash to buy something completely new.

For the U.S. version of the game, Sony went ahead and made the game a little easier in the early going by giving the player more credits (18,000) at the onset of the game. This allows the player to get a few more upgrades to his or her first car, which makes the first few races as easy as pie. You could take something like a Toyota Sprinter Trueno, add a semi-racing muffler and computer ROM upgrade, and completely destroy the competition in the first few racing events.

While this might turn off GT veterans, it does have its merits. The extra credits helps make it even easier to get past the early events, meaning that the wait to get to the faster rides and events won't be nearly as long. Likewise, for those turned off by the Trueno's boxy design, sportier cars like the PT Cruiser, Mazda Miata MX-5, or VW Beetle can be purchased at the beginning instead, which wasn't possible in the Japanese release of the game.

With this change and the increase in prize money for some of the beginner races, the progression of the races

from Beginner to Amateur to Professional is pretty fast unless you're a complete novice. You should never be forced to race the same races over and over to win enough cash to upgrade your car in order to move on. The only thing that'll bog you down is that there's just a lot to the game and regardless of your skills, it'll take countless hours to complete 100% of the game just because there's so much of it. When you get to the Professional League, you can expect race circuits that'll take up to eight or more hours to fully complete and each of the endurance races can take anywhere from half an hour to upwards of two or three.

LOTUS ELISE

Luckily, the game constantly rewards you throughout as prize cars are given when you complete each set of races and one of four random cars is awarded after each of the tournaments or endurance races. My garage currently houses more than 100 different racing machines, most of which were won in the races and most of them are vehicles that I'm interested in driving. There are some repeats that you'll get awarded in the races, but winning cars like the Mazda 787B, Esperante GTR, FTO LM, the F1 cars, and other high-powered sports cars really makes the races worth winning.

This random prize car setup, however, is actually another one of the game's many nagging little flaws. With the tournaments and endurances races taking such a long time to beat, players trying to win all four of the randomly awarded prizes cars could be in for some heartache as it's entirely possible for you to continue to win the same car over and over, wasting countless hours on the same race. It's just not that fun to have to race the endurance races that can take up to three hours each for some, 10 or more times just to get all four prize cars. Cheats and tricks have been found by some to help get around this, but it would have been smarter to just give out a single, but more special, prize car for the long tournaments and endurance races instead the four different, randomly awarded, vehicles.

Another big complaint of mine is the fact that there aren't as many stock races in the game that force you to race with evenly matched vehicles. The races in GT2 that had you race with specific unmodified car models were some of the most competitive in the game and while they still have some in GT3, there aren't nearly enough of them. While you can theoretically try and create evenly matched races in the non-stock races, it's a bit of a hassle to do so because there's no way to easily check out the competition and none of the races have horsepower limits or regulations.

I'm also slightly disappointed with the track selection in the game. GT3 does have a lot of tracks and more than you'll get in your average racer, but the selection isn't quite as deep and varied as in GT2. The new courses, which include Tokyo R246 and Cote d'Azur (based on Monaco), are brilliant additions and are some of the best courses around and old stalwarts like Seattle Circuit and Laguna Seca Raceway are still a blast to race on, but the player would've been better served if some of the shorter courses in previous Gran Turismo releases made it over.

Many of the tracks in the game just are a little bit too long when racing with some of the underpowered vehicles like the Toyota Vitz or the Mini Cooper. The Rome and Seattle Short Courses were perfect for these kinds of cars and given that the full versions of these tracks are already modeled, it seems illogical for them not to be in the game. Likewise, it's just downright stupid to include the Test Course in the Championship Races. Racing more than 10 laps on a Test Course as part of a Championship is not even anything close to being enjoyable. Something like the Test Course is perfectly welcome in the game as there is some enjoyment to be had with it for people that like to try and tweak their cars to try and see the maximum speed that they can get out of them, but it shouldn't be a part of any of the mandatory races.

Some of the highlights of the Simulation Mode, and the game in general, include the rally racing, driving on the wet tracks and using the F1 prize cars. The rally racing just feels so much better than what's been offered in any other game before this. Sure, Colin McRae Rally 2.0 is a much truer to life rally racer and the one-on-one races in GT3 aren't what the sport is really about, but the feel of driving on a dirt track in this game is simply unsurpassed and just highly enjoyable. ▶

The same can be said about the amazing wet track races on Special Stage R5. The sensation of driving on a road that is wet from a recent rainfall has never been done this good in any other game that I've had the pleasure of playing. It's not a simple little variance where you slip more and the control is not as tight, but rather a true feeling of driving a real car on a wet and slippery pavement.

One of the best moves made by the masterminds over at Polyphony Digital would have to be the inclusion of the classic '80s styled F1 cars that can be won in the game. These cars offer an all-new racing experience to the Gran Turismo series and since you get to race them alongside "normal" cars, you get a better sense of the raw speed, power and technologic wonderment of these impressive racing machines. Keeping mind that I'm far from a connoisseur of F1 racing or F1 games in general, I enjoy racing with the F1 cars in Gran Turismo 3 much more than any of the other games that I've played (I've yet to touch the Sony Formula One game for PS2 that was recently released in Europe).

▲ **The random prize car setup, is one of the game's many nagging little flaws.**

Multiplayer Racing ::

As if getting 100-plus hours of single player enjoyment out of the game isn't already enough to make most racing fans cream their shorts, Gran Turismo 3's play value is augmented even more by its multitude of multiplayer play modes. The two-player split screen competitions can make for some spirited battles and with the game's detail so high and the solid framerate, it's much more playable and easier to control than it was in GT2 or just about any other split screen racer on the original PlayStation.

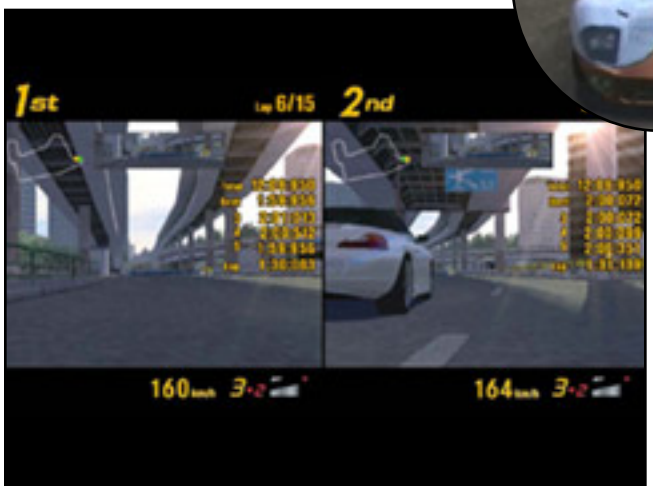
Unfortunately, there aren't any AI cars in the two player races, so the races are only one-on-one, and there's not support for more than two players on a single television set. On the plus side, the game has an i.LINK Battle Mode that lets you connect up to six PS2s together with six TVs and six copies of the game, for networked racing where everyone has a full screen point of view.

While this isn't something that masses will be able to manage, those out there lucky enough to have friends or roommates with their own PS2s, TVs and copy of the game, you can expect to have some of the best multiplayer contests of your lifetime. The challenge of racing against human opponents is many times more stimulating than when you're up against AI cars and doing it with other people in close quarters and your own TV for your view just makes it all the more exciting.

Getting the gear to do this will put a major strain on your checkbook and rounding up all the equipment, people and games into one area might be a major hassle, but taking advantage of this feature comes highly recommended and it's something that you definitely won't regret if you do.

Graphics ::

A lot of the early PS2 games suffered from things like bad flickering, choppy frame rates, ▶



MERCEDES BENZ SLK230 KOMPRESSOR

and low texture quality, causing many people to believe that the system was seriously lacking in power and not really what it was cracked up to be. Well, once these people take a gander at GT3, they better be prepared to taste some toe jam, as Polyphony Digital has crafted a beautiful game that has crisp visuals, high-quality background and object textures and moves at a never-faltering 60 frames per second throughout in both single- and two-player game modes.

The car models are insanely detailed and have been modeled to replicate their real-life forms perfectly. If you compare close-ups of a car model in GT3 to the real thing, you'll find that in most cases that everything that's on the real car can be seen in the model in the game. And while you can tell that the cars are just videogame representations during most gameplay situations, when looked at from certain replay camera angles with some effects on, it wouldn't be too hard to trick someone into thinking that you're watching a real race on the television.

During your first few days of playing the game, you can expect to experience countless moments where you can help but drop your jaw. The first time you see the light coming through the trees on Deep Forest or Trial Mountain, the dust being kicked up on the rally courses, getting a glimpse of the phenomenal looking buildings on the sides of the track on Tokyo R246, seeing the amazing sun glare affect and realtime reflections on the car, and experiencing the visual treat that is the Special Stage R5 Wet Track, are all just a taste of some of the things in the game that'll likely trigger the loss of control of some of your bodily functions. ▶

Sound ::

The American soundtracks for the Gran Turismo games have always stirred up some big debates with a faction of gamers standing strongly behind the original music used in the Japanese releases while others backing up the use of more licensed tunes in the U.S. release. I've personally enjoyed the soundtracks in each of the versions equally and this is once again the case with GT3.

OPEL SPEEDSTER

With the North American release of GT3, players are being given a nice and varied soundtrack that is filled with a lot of excellent driving tunes from big named artists like Motley Crue, Lenny Kravitz, Papa Roach, Grand Theft Audio, Apollo Four Forty and Snoop Dogg who even offers up an exclusive and original track for the game. Most of the music is easy to listen to and certain tunes really help pump up the excitement levels for the races and the experience is made even better by the fact that the game gives the player the ability to setup song lists so that you only have to hear the songs that you want to listen to during the races. This is an extremely welcome function because some of the new songs, such as Snoop Dogg's track, just aren't something that I want to listen to when driving.

And if there's not a single song that is up your ally, then there's always the option to turn it off and just revel in the glory of GT3's sensational engine sounds. I honestly can't say whether or not they've managed to accurately replicate the different sounds of each particular car and engine, but I can say that there are an excellent variety of engine sounds being used in the game and it's much easier to distinguish the sounds of different cars during a race than in GT2 and the general sound quality is much clearer. Tire squeals also sound much better now and things like wind buffeting and the sound of driving on different surfaces is help add greatly to the game's true-to-life atmosphere.

Final Thoughts ::

GT3 isn't a perfect game. In fact, it has a lot of flaws that really should have been rectified because they were known problems in GT2 and even the first GT. In spite of this, I simply love Gran Turismo 3 and don't think that there's another racing game available for any console that approaches its greatness. This is a must-own game for anyone who likes racing games, it's a true testament to the power of PlayStation 2 and it is without a doubt the system's best game. If you have a PS2, you must buy GT3 and if you don't have a PS2, you must buy one to play GT3. ***– David Zdyrko*** ■

Ratings ::

Presentation :: 9.6	Overall Score
Graphics :: 9.9	**9.7/10**
Sound :: 9.0	
Gameplay :: 9.7	
Lasting Appeal :: 10.0	

GRAN TURISMO 3 A-spec

Feature :: Peripheral
Logitech GT Force Steering Wheel

During his presentation at the 2000 Electronic Entertainment Expo last May, Kazunori Yamauchi, Gran Turismo 3's executive producer, proclaimed that the GT Force steering wheel peripheral completed his realization of the ideal driving game. And after spending a great deal of time with Logitech's force feedback steering wheel that plugs into the PlayStation 2's USB port, I fully understand where he was coming from.

The GT Force works immaculately with Gran Turismo 3 A-spec and feels as if the game was designed specifically for use with this particular steering wheel, which just so happens to be true. While my preferred instrument for playing the game is still the Dual Shock 2 controller, the driving experience is deeply enhanced and even more enjoyable when you play the game with the wheel.

The learning curve is obviously a bit steeper and the room for error is substantially higher, but with practice, players will find that using the GT Force will give them the ability to more accurately and realistically make their way around. The reason for this is that the extra analog accuracy presented with the gas and brake pedals and the steering wheel really makes taking turns a lot easier with some practice.

The only problem is that it takes a lot of practice to get good with the wheel and even more to become really consistent with it. With courses like Super Speedway, Tokyo R246 and Trial Mountain, I was able to consistently net lap times that were as good or better than what I did with the Dual Shock 2 controller after just a short amount of time. However, the courses that required more braking and had a greater number challenging turns like Cote d' Azur proved to be much more difficult to handle.

Where the wheel really shines is on the rally tracks and the Special Stage R5 Wet Track. The force feedback on the rally courses is pretty amazing and the type of surface you're driving on is realistically represented through the feedback given by the wheel. And the sensation of driving on a dirt course or on wet pavement, which is already fantastic with the Dual Shock 2 controller, is greatly enhanced when using the wheel.

What's more, the extra analog precision of the gas and brake come into play even more on both the rally and dirt tracks. On both of these surfaces and conditions, it's simply much easier to get the tires to grip coming out of the turns because there's no longer the all-or-nothing feeling that you get with using the face buttons for gas on the Dual Shock 2.

As far as the unit itself is concerned, the wheel appears to be constructed well and the gas and brake pedals offer an ample amount of feedback. The actual steering wheel could be a bit tighter, but still gives a more than sufficient amount of resistance and offers some great force feedback. While driving over different surfaces and bumps, you can really feel them in the wheel and it really does wonders when it comes to enhancing the driving experience of the game.

Manufacturer :: Logitech
Price :: $99.95
Release :: July 11, 2001

Quite simply, Gran Turismo 3 is even more enjoyable to play when using the GT Force Steering Wheel than it is with a controller. That's not something that you can say with most games and most steering wheels when console racing games and controllers are concerned.

The main reason for one not to go out and buy this wheel is that it's awfully difficult to get setup effectively. To be frank, most people won't be able to use this wheel in their homes unless they just happen to have the right equipment. Even in our office, it took some work to get the desks setup so that the wheel could be attached to it, since we have desks with rounded edges and the unit needs a flat edge to be attached to.

As a result, if you don't have a desk with a flat edge on it and room under it to place the pedals, you're not going to be able to use this steering wheel. Likewise, you must have a nearby power outlet to plug the unit into and if the surface of the floor or carpet isn't just right, you might experience some slippage with the pedals.

The other stumbling block is that you're going to have to pay a pretty penny to pick one of these things up, as the GT Force is set to retail for $99.95. But if you have the money and the right setup at home to use it, the GT Force is certainly worth picking up. It greatly enhances the driving experience in GT3 and is even usable in games like Twisted Metal: Black and Motor Mayhem.

– Dave Zdyrko, PS2 ■

BREAKING INTO THE INDUSTRY

One of the most highly visible jobs in the industry is also the least glamorous. Three PR directors tell us how you can learn the trade.

Public Relations

They're everywhere. They handle just about everything. And they create the perfect interface of friendly humanity and necessary game assets to make the business of journalism work like an engine. The women and men who work on the videogame business' public relations teams are the givers of the industry. But unlike say, Santa Claus, the most famous giver in history, their job, in many ways, is thankless.

If you speak with any person who holds a job in public relations, however, they'll tell you they love it despite the absence of glory. PR is exciting, and it's filled with opportunities, such as travel and meeting interesting creators, it requires strategic planning and lots of specialized communications, and it's a great way to meet friendly videogame journalists (wink wink).

> "PR is about telling stories."
> ***- Anne-Marie Stein***
> ***PR Director at EA Games***

Honestly, becoming adept in public relations is great fun, say most PR folk, and depending on who you speak with, it requires on the one hand plain common sense that can be learned, and on the other hand, a certain disposition that some folks just may not have. Anne-Marie Stein, director of public relations at EA Games, which handles arcade, racing, action and related games, says that public relations is as simple as spinning a good yarn.

"PR is about telling stories," said Stein, who previously worked with UIP (United International Pictures) in London, England, Twentieth Century Fox in New York, and Sony Pictures Entertainment in Los Angeles before working with EA. And telling stories to people who write for a living should be the perfect fit, but it isn't always that simple. Journalists want particular news to reach what their perceive as their specialized reader market, whether it be a wide or a niche audience. To work with the diverse needs of the media, PR folk have to be more than just nice, they require something else. Stein believes that working PR isn't something that everybody is endowed with, or even a skill that can be learned in college. "In terms of courses in college, it's not that obvious," she explained. "PR is a like a big puzzle, and we're given all of these little pieces of the puzzle, so it's more about deductive reasoning; it's not something you learn in school. It's more about having a certain disposition. You have to have personal drive, self-motivation, be a team player, and have lots of drive. PR is good for somebody who's mature. The worst thing that someone who wants a job in PR can say to me is, 'I like people.' I want smart, organized people who can reach their goals through deductive reasoning."

Depending on whom you speak with, however, acquiring a job in public relations is a slightly different creature. While Stein sees PR as more of a disposition, Melinda Mongelluzzo, PR director of Capcom, believes that it if you can practice good business, you can understand and practice good PR. "Portraying an image of the company is important, but so is common sense," said Mongelluzzo. "Most of PR is just common sense. By responding to people and fulfilling their needs we create a great image for our company. Contacting people, returning emails and phone calls, and building and maintaining relations is crucial. Editors and PR people are each other's lifeblood. We rely on their work and they rely on ours."

Some people just draw a line in the sand, like Bill Linn, founder of Linn PR, a San Francisco, Ca-based PR agency. Whether it's common sense or disposition isn't important. Linn PR, which specializes in videogame-related public relations, requires that any applicant he hires must have a four-year degree. "We believe that somebody who has completed a four-year education has a certain amount of focus and an attention to detail that's required for this job. The first year you work at Linn PR, we make them sit in the front desk as part of a sort of training ground. Before you get into the pit (located near the center of the office), you have to work in the front." That got me thinking: If the front of the office is the low man on the totem poll, then the back must be where Bill Linn sits. "In PR, it's hard to have a hierarchy with the media," he explained (although last time I visited he does sit near the back of the office). "If the New York ▶

BREAKING INTO THE INDUSTRY

Public Relations

The Five Steps to Becoming King of the PR Hill

Working your way up in any job is important, and PR has some basic steps.

Step 1 :: Entree Level PR
(a PR assistant or PR coordinator) In this position, you get to do the dirty work – sending out basic press releases, handling coordination, working at the E3 booth, etc. This job pays about $30,000-35,000 per year.

Step 2 :: PR Specialist
As a Specialist you handle game promotion on your own. You may handle as many as one to three games at once. You don't get to create the plans; you execute them. It pays between $40,000-55,000 per year.

Step 3 :: PR Manager
As PR Manager you handle most everything, from the aspects of planning to the execution, and you run a staff, hire people, etc. You work on PR strategies, and you may only work with the game press, not the consumer press, if there is a director or VP. Every company handles structures differently. The pay range is from $55,000-80,000 per year.

Step 4 :: PR Director
As PR Director, you run the entire show. You may handle products (games) only, or corporate PR too, such as working with Newsweek and the NY Times, depending on the structure of the company. This pay range is from $80,000-120,000/150,000 per year.

Step 5 :: VP of Corp Communications
As VP, you oversee everything from product and trade to national, business and consumer press. You delegate most everything, and spend a lot of time in meetings, delegating jobs, and setting rules and strategies. This position pays between $150,000-$250,000 per year, or higher depending on how much you can get.

Times calls, you should have the experience to speak with them. They don't want to speak with some one with a big PR title."

Meridith Braun, PR director at Infogrames, seconds Linn's rule. "You do need a college education. You can get into PR without it, but to get really far you need a college education. I have a degree in marketing. I started at a PR agency, and I think that was key because it gave me the basics that I needed for the higher level jobs. But that's not to say that you can't get in PR without agency training, it's really a case by case basis. But your interest in the industry and in games is key to getting into the industry -- I don't want to work with anybody who isn't passionate about what we're doing here at Infogrames."

So where can one start in this business? How does it work? Unlike working as a journalist for a media company, such as Snowball.com, Imagine Media, or Ziff-Davis, where the classic starting position is the mailroom boy, starting off in PR requires more of a suit-and-tie approach. There is no secret answer, no special backdoor that sneaks one in, no key phrase. PR people can go straight into working with a game company, such as Konami or Eidos, or they can work with an agency first. There are dozens of agencies (see sidebar for their names and Web sites), and it may be smartest to start with them first.

> "Never burn bridges and make sure to maintain a professional attutude. It's a fun industry but it's a business."
>
> ***- Melinda Mongelluzzo***
> ***PR Director at Capcom***

Agencies work with a myriad of companies, and while it's important to know a particular product, you are slightly removed from the day-to-day work of a core game company, providing a little extra cushion. What's more, with a year's worth of work at an agency, game companies are more likely to hire you. Every individual is different, but working for an agency requires PR requires employees to know all of the basics, from proper phone calls, follow-ups, writing product announcements in the correct style, and learning from the ground up.

These veterans have handed down some excellent tips. Linn recommends that for those who want a job, there are three ways to do it. (1.) Bug PR agencies to get an internship during the summer (Linn PR may open up an internship this fall); (2.) Start out at a game company as a PR assistant (but be prepared to do all the crap work, Linn said); and (3.) Start out as a journalist -- "It's a great route because you get to see PR from the other side." How did Linn get his break into the industry? He answered an ad in the paper.

Meridith Braun, PR Director at Infogrames, did what most people do these days: She checked the Internet. "I got into the game industry because, on a personal side, I was interested in videogames, and grew up with ColecoVision and Atari and played in the arcades. I never really took a look at videogames until PlayStation came out. I was tired of doing high tech PR stuff, so I looked specifically at the videogame industry. I didn't much about who the players were, and I didn't know a lot about the industry, but I had the basic PR skills there. So, I milled round the Internet and I

BREAKING INTO THE INDUSTRY

Public Relations

started reading the major game sites (she mentioned IGN.com here, I kid you not!) to find out who the major players were. I checked out positions all over the Net. Then I contacted executive search firms, and found a studio search, and at that time, it was very difficult to get a job in the videogame business, because I had no game experience. I used a headhunter at Studios Search to get my first job at Infogrames. Barbara Richman at Studio Search

> "Editors and PR people are each other's lifeblood. We rely on their work and they rely on ours."
>
> ***- Melinda Mongelluzzo***
> ***PR Director at Capcom***

who looks specifically in the game industry for product development and marketing/PR folk, helped me out a lot. She helped me get my job at Infogrames."

Of the four PR professionals we spoke with, each got their job in a slightly different way, but none were out of the ordinary. Stein applied for her job at EA via the Internet (EA has great job listing site at www.EA.com), Mongelluzzo had a friend in the business who asked her to join, Braun used the Internet and a specialist, and Linn answered an ad in the newspaper. "It was very quick and easy for me," said Stein, who clearly had an impressive resume to begin with. "I worked in the movie industry previously. But I checked out the EA Web site first, and then sent in my resume. It was a late Sunday night when I looked at the site and I just clicked and sent in my resume. And I got a call on that Monday."

All four of these individuals stressed that hard work is crucial to moving ahead in the industry. Putting in the long hours and doing the dirty work is just important to move to the next level. "If you are dying to get into the industry you definitely have to pay your dues," said Braun. "And the most important piece of knowledge that I use on a daily basis is my common sense." There isn't one way to get a job in the industry, so bringing a good attitude, an open mind, and a desire to do well are always important, too. Mongelluzzo, who has worked in the videogame business for about 20 years, adds that the best piece of advice she can offer someone to get in and stay in the business is this: "Never burn bridges and make sure to maintain a professional attitude. It's a fun industry but it's a business."

– Douglass Perry, IGN PS2 ■

Videogame Agencies to Contact ::

To get a public relations job in the game industry, one sure way to work you way up is to start working with an agency. Here is a healthy list of PR agencies that work with the predominant game companies in the business.

Agencies

Chen PR (http://www.chenpr.com)

Linn PR (http://www.linnpr.com)

Bender Helper Impact (http://www.bhimpact.com)

Highwater Group (http://www.highwatergroup.com)

Edelman Public Relations Worldwide (http://www.edelman.com)

Golin-Harris (http://www.golinharris.com)

Porter-Novelli International (http://www.porternovelli.com)

Hill and Knowlton (http://www.hillandknowlton.com)

Fleischman-Hillard International Communications (http://www.fleishman.com)

TSI Communications Worldwide (http://www.tsicomm.com)

Paine & Associates (http://www.paineandassociates.com)

Access Communications (http://www.accesspr.com)

Gonzo Communications (formerly Green Communications) (http://www.gonzacomcom.com)

Faiola Davis Public Relations (www.fdpr.com)

Boyle Company (www.bohle.com)

Arbuthnot Communications (http://www.arbuthnot.com)

BREAKING INTO THE INDUSTRY

Want to break into the industry as a game coder? We talk to the big boys to let you know how it's done.

Programming

He hasn't showered in two days. He sits at his computer at three in the morning and plunks away at his tired keyboard in hopes that he can get his project's user interface (UI) working correctly for a publisher-imposed deadline the next day. Drowning his desk are empty Coke cans and a crumbled up bag of Doritos -- his only food for the long evening. He is the game coder. And while at its surface his field of choice doesn't appear very glamorous, without him and others like him videogames would be, void of backbone and infrastructure, completely paralyzed.

Programmers, coders, technicians -- have, with videogames as their outlet, very much become artists of the digital age. They don't use pens or pencils, but computer code. They don't illustrate scenarios, but they make them possible with their own guidance. They are the behind-the-scenes force that ensures Mario can properly interact with his 3D world; that when Lara Croft activates a switch, a bridge will drop down in an area nearby; or that the physics of a sports car in Gran Turismo mimic those of real life.

> "A person has to be dedicated and willing to work hard if they are going to become a programmer."
>
> ***- Jason Chu***
> ***COO, Nintendo Institute of Technology***

Now you want to become one. So how do you do it? What should you expect from the field? What will make you stand out when applying to your favorite game development house? Read on and find out.

Skill or Will? ::

The big question: Is programming something that can be learned or do you simply have to possess the skill -- the natural understanding of mathematics -- to begin with? The answer is actually a little of both. Game coders are artists, to be sure, but whereas the art of illustration is largely a natural gift, programming is also a science with basic rules and structure, and therefore can be learned. "A person has to be dedicated and willing to work hard if they are going to become a programmer," says Jason Chu, chief operating officer at Nintendo's Institute of Technology, who adds, "programming is not like playing games. It doesn't come easy, but if you apply yourself it can definitely be done."

At the end of the day, though, some guys are just made for programming and others are not. "Pure enthusiasm doesn't cut it," notes Factor 5's president Julian Eggebrecht. You can read all you want, rack your brains to no end and think you've got it all down. But then one of your co-workers, a long-haired fellow named Spang with a Korn T-shirt, will miraculously whip out clean code that you couldn't even dream of duplicating. He's a natural - maybe you're not. Can you deal with it?

You've Made Up Your Mind. Now What? ::

Go to school! Every publisher or developer you submit your resume to will scan for the Computer Science degree as soon as they get it. Chances are, if you don't have one, you won't have a job either. Depending on the programming particulars, you're free to pursue a Computer Science degree at the college of your choice (see: whichever one you can get into) or go directly to the DigiPen Institute of Technology. Either way, you're looking at four years of hard work, thousands of dollars in tuition fees and a lot of sleepless nights.

There are so many subsets of Computer Science that it becomes a task in of itself just deciding which one is best for you. Are you most interested in artificial intelligence? Databases? Graphic programming? Scripting? Compilers? User Interfaces? Regardless of which route you ultimately go with, you'll begin your journey by familiarizing yourself with the coding language of C / C++ -- the standard for the videogame industry. Your best bet here is to consult a high-school or college counselor so that they can get you started with the proper courses. ▶

BREAKING INTO THE INDUSTRY

Programming

DigiPen offers a four-year course and a degree in Real Time Interactive Simulation. According to DigiPen, the degree focuses on the subject of computer simulation and directly prepares students for the rapidly expanding career field of computer technology, including graphics and real-time interactive simulation. The program also features extensive training in mathematics and physics as a foundation for topics presented in computer science and computer graphics courses. Ultimately, because successful graduates will have developed a large portfolio of videogames and an expertise in computers, the videogame industry may be their primary career field option. Sounds good, yes? Go to http://www.digipen.com to learn more.

Programmer Salary ::

Range: $35,000-$175,000+
Every development house we spoke to refused to give out details on how much their programmers make, most probably because each one was afraid it wouldn't stack up to what the competition's paying. But all software houses admitted that the salary is far-stretching depending on the skill of the coder and what they contribute to the projects they are working on. Also, programmers with previous experience in the industry – those who can show their credits on quality products, are generally higher paid than new entries into the field. One more thing is true for coders – they are the highest paid members of most development teams and of the industry in general. Cha-ching! And you thought four years spent on learning physics and AI were wasted.

Recommended Reads ::

The C++ Programming Language
by Bjarne Stroustrup

Zen of Graphics Programming
by Michael Abrash
(or any of the more recent "Zen of" books published by Prima)

The C++ Standard Library: A Tutorial and Reference
by Nicolai M. Josuttis

Multiplayer Game Programming
by Todd Barron, Andre Iamothe

Game Programming Gems
by Bjarne Stroustrup
(2nd Edition due in August)

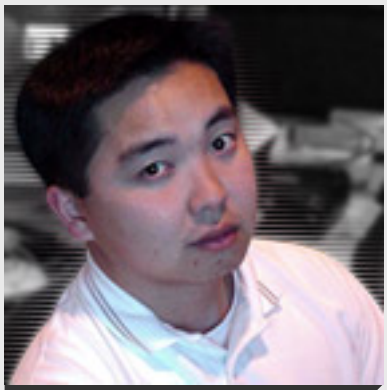
What Developers Expect of You ::

While the requirements for potential programmers differ from developer to developer, the majority of software houses will look for not only a Computer Science degree, but experience in the industry too. Kind of a Catch 22, but luckily not all developers employ that hiring philosophy. In fact, if you never worked as a game developer before, some firms may be more interested in you, believe it or not. "We generally don't hire away from other game companies," says Silicon Knights' president Denis Dyack. "We prefer to have people that are fresh, and are willing to work in a team environment." Is that you?

So make your resume shine, provide demos of your work and show them that you've got what it takes. Oh – and be prepared for anything. Several development studios we spoke with said that they enjoyed making potential programmers work out code problems on a black board, just to make sure they actually knew what they were doing. One software house even said it had some of its own programmers play stupid and interview applicants to better judge their character.

Be Persistent, but Not Too Persistent ::

Now more than ever, it's tough to break into the videogame industry. If you're to have any chance, you've got to be dedicated – and if you've managed yourself through four-plus-years of schooling, you are. So send your resume out to respected development firms, but don't keep sending it. Give them time to respond and in the meantime, try different companies. Your persistence will pay off in the long run. Good luck! ***– Matt Casamassina, IGN GameCube*** ■



Anthony Chau

This Month in Dreamcast ::

Sonic celebrates his 10th anniversary with the release of Sonic Adventure 2 in June, and most of those hardcore Dreamcast fans that have stuck it through so far, know this will most likely be the last Sonic game on the Dreamcast. Sad as it is, Sonic and SEGA must change with the times; if and when he makes his appearance on another next generation system, there's little doubt in my mind that old blue will fascinate and amaze the new crop of gamers. They'll probably wonder, "Wow, this Sonic guy is really cool... how come we've never seen him before?"

Oh, how I pity those that have never realized the brilliance of every Sonic game (sans Sonic Shuffle... ack), especially on the Dreamcast. But hey, at least they'll finally realize the greatness of Sonic and the superiority of SEGA products, even if it's not on the system that showcased some of the most original and innovative titles in recent memory. So, Happy Birthday Sonic, we know there's many more to come.

For more DC news, reviews, previews, codes and more, visit **http://dc.ign.com.**

Feature Story ::

028 :: Life After The Dreamcast, Part 1

Also In This Issue ::

030 :: Previews
031 :: Review

Preview :: Bomberman Online
Hail to the multiplayer King! And now, it's online!

Review :: Sonic Adventure 2
Through the dark, through the light, it's a Super Sonic flight, gotta keep it going!

Editor's Most Wanted ::

1 :: Virtual On Force (Arcade)
2 :: Bomberman Online (DC)
3 :: Metal Gear Solid 2 (PS2)
4 :: Virtua Fighter 4 (Arcade)
5 :: Maximo (PS2)

Office Abuse ::

The minute Anthony moved into Brandon's old spot, he began to rant for hours on the phone, complained about his computer problems, and displayed other "Brandonisms." Be afraid. Be very afraid.

FEATURE ::

Life After Dreamcast...

part 1

Advancing To The Next Level Of The Console

by Anthony Chau

As much as we hate to acknowledge it, the end is coming soon for our beloved Dreamcast. In order for SEGA to survive, software support for the Dreamcast will be dwindling and while there's no specific cut-off date, it's well accepted that you won't be seeing anything new for the Dreamcast after Spring 2001. In its brief life, the Dreamcast demonstrated a whole lot of innovation, in both its hardware and software, and we all look forward to seeing what SEGA has in store for us on the next generation consoles. Therein lies the problem, dear readers -- what's next after the Dreamcast?

Along with several other hardcore SEGA fans, I've pondered what's the next "love of our life." Of course, nothing can replace our love for SEGA, but like all broken-up relationships, we have to move on.

So what's the next console that we'll be calling our virtual "significant other"? While most people will compare technical stats, polygon counts, processing speeds, audio formats, and other scientific mumbo-jumbo that anyone can "know" off the spec sheets, we all know what really matters - the games.

Whether it was Team Ninja's Tomonobu Itagaki, Hitmaker's Hisao Oguchi, and even Sonic Adventure 2 director Takashi Iizuka, the greater majority of developers agreed at E3 2001 that it's not so much about what console you're developing for, but what the developer's can do with the power of that console to take games to the next level. What follows is a breakdown of all the major SEGA studios what they have done in the past, their current DC project, and, in our opinion, what most likely will be their console focus in the coming years:

"This is the end... beautiful friend, the end."

– The Doors, 1967

Past Dreamcast projects: SEGA Sports NFL 2K, SEGA Sports NFL 2K1, SEGA Sports NBA2K, SEGA Sports NBA2K1

Current Dreamcast projects: SEGA Sports NFL 2K2, SEGA Sports NBA 2K2, SEGA Sports WSB 2K2, SEGA Sports NHL, SEGA Sports Tennis 2K2, NCAA College Football 2K2, Ooga Booga, Floigan Brothers

Future projections: Visual Concepts basically scared the crap out of Electronic Arts, proving there's plenty of room for another major video game sports developer, and displaying the potential to actually knock EA Sports out of the number one spot. In addition to their strong sports line-up comes some extremely entertaining titles like Ooga Booga and Floigan Brothers, with both titles demonstrating the quality and innovation upheld by all first party SEGA projects. Visual Concepts has already announced plans for a massive assault on the multi-platform market with their sports titles reaching every major console. A big concern, however, is memory as the Dreamcast, limited by VMU space, couldn't create whole teams or a large number of customized players. This makes the Xbox -- with its hard drive -- very attractive, especially if there's more than one player in the household that wants to run franchise mode. For now, Visual Concepts plans to support every next generation console, but we'll see how that changes in the coming months.

FEATURE ::

Life After Dreamcast...

Past Dreamcast projects: Sonic Adventure, Sonic Adventure 2, Samba De Amigo, Chu Chu Rocket, Phantasy Star Online

Current Dreamcast projects: Phantasy Star Online Version 2

With SEGA's mascot as their symbol, the almighty Sonic Team has shown they haven't lost their touch. Guided by legendary Yuji Naka, Sonic Team is one of SEGA's most trusted and reliable developers. Everything that comes out of the house of Sonic sells in record numbers and that fact will probably remain true for years to come. At E3 2001, Yuji Naka was all about GameCube. Showing off Phantasy Star Online Version 2 on the GameCube with split-screen support for four players, he's been very supportive of the Nintendo machine. Additionally, no titles have been announced from Sonic Team for any other next generation console. Why does Naka prefer the GameCube?

Well, let's think about it logically: (1) Mario fans have a lot of respect for Sonic and vice versa, and (2) Naka and Miyamoto have a great deal of respect of each other. Even when posed the question about why Phantasy Star Online wouldn't be appearing on the Xbox, given its hard drive and built-in broadband support, he stated that the days of broadband are coming, but there's still a lot of potential for 56K modem support. So for Sonic Team, GameCube it is.

Past Dreamcast projects: Space Channel 5

Current Dreamcast projects: Possibly Space Channel 5 II

Creator of the arcade titles SEGA Rally, SEGA Rally 2, and Manx TT Superbike, Tetsuya Mizuguchi is now in charge of his own company, United Game Artist (UGA for short). So far, their only project on the Dreamcast has been Space Channel 5 and, although there's a small chance that Space Channel 5 II may appear on the Dreamcast, UGA is moving on to the next generation of the game. K-Project, shown only in video format at E3 2001, is a distinct mix of several genres – shooting, puzzle, and music – melted into a psychedelic video game experience. UGA expressed a love of mixing wonderful visuals with cutting edge music and displays their works on the largest format possible. In that case, it's easy to see why they chose the PlayStation 2 to showcase K-Project. PlayStation 2 numbers will rise considerably with the likes of Metal Gear Solid 2 and Final Fantasy X coming out.

We'll be back next month for Part 2 of our feature where we'll cover Overworks, Amusement Vision, Hitmaker, and the rest of the best of SEGA in next month's issue of IGN Unplugged. ***– Anthony Chau, IGN DC*** ■

Dreamcast :: Preview

LAST BLADE 2: HEART OF THE SAMURAI

Slicing and dicing 2D fighting action... what other system are you going to find it on?

Although the Dreamcast has shown some of the most remarkable 3D titles yet, the hardy SEGA system has been a bastion for the 2D fighting fan. Oh sure, you can say how good Street Fighter Alpha 3 looks on the PlayStation, and it certainly looks very good. But do any of those next generation consoles have the guts to keep delivering more 2D goodness? Even in its declining years, the DC delivers the 2D fighting action we've come to expect, and The Last Blade 2: Heart of the Samurai is no exception.

Although looking a bit dated since it first appeared two years ago in the arcade, the SNK 2D fighter demonstrates play mechanics that few fighting games -- 2D or 3D -- have yet to match. Combining a serious amount of gameplay depth, with an eclectic collection of fighters, The Last Blade 2: Heart of the Samurai stays true to the arcade game. Select from Power (more damage, slower hits), Speed (faster combinations, less damage), or EX (taste great, less filling...actually, a combination of both Power and Speed) modes depending on your playing style, giving you a ton of super attacks, combinations, and special moves to execute. One small change from the import Dreamcast version is the exclusion of the hanafuda card game; that's a small price to pay for a classic SNK 2D fighting game that should be out in stores July 2001. -- ***Anthony Chau*** ■

Details ::

Publisher :: Agetec
Developer :: SNK
Genre :: Fighting
Players :: 2
Release :: July 2001

Dreamcast :: Preview

BOMBERMAN ONLINE

Hail to the multi-player king, baby! Now it's online!

Mario Party, Chu Chu Rocket, GoldenEye, Poy Poy, and even Mario Kart are mere playthings in the multi-player arena when compared to the mother of all multi-player games. With a long history since the infancy of the 8-bit console years, Bomberman has survived where others video game characters have long since passed away. There's something about four or more players tossing, kicking, and trapping bombs onto other opponents that's so appealing and for some strange reason, we never tire of the explosive action. Now Bomberman returns better than ever in its Dreamcast incarnation, Bomberman Online.

Obviously, the biggest change for Bomberman Online is online play. While PC players got to have the fun first, console owners will finally be able to blow the crap out of each other halfway across the globe. Currently planned with six-player support, you'll be able to select from several different gameplay modes. Thankfully, Hudson hasn't changed the look of Bomberman all too much. Although the visuals are all 3D, Hudson has incorporated that awesome cel-shading technique to give the characters a delightful 2D look, keeping it real and right for all old-school Bomberman fans. Set to release Fall 2001, we anticipate some great blasting action when our final review version comes around.

-- ***Anthony Chau*** ■

Details ::

Publisher :: Sega
Developer :: Hudson Soft
Genre :: Action
Players :: 4
Release :: August 2001

Dreamcast :: Review

SONIC ADVENTURE 2

Through the dark, through the light, it's a Super Sonic flight, gotta keep it going!

Some game reviews are necessary; there's more crap than gold out there in the video game world and we here at IGN brave the vileness and putrid "assness" of many terrible game so that you, our dear readers, may never have to experience the horror. Then, there's the other side of reviewing games out of necessity – games that are so good that even though they might not need the attention, we can't help but spout the glories of gameplay and vivaciousness of the visuals. Yes, Sonic Adventure 2 belongs in the later, delivering what we've been getting for the past 10 years – fast, exciting, marvelous fun.

There aren't enough words to praise the graphics in the game, as Sonic Adventure 2 blows the doors off of Sonic Adventure. But you'll know the difference immediately when you see Sonic blazing through the levels at 60 fps. The level design in SA2 is, for lack of a better word, fantastic. Remember that feeling back in the 16-bit days of Sonic where you could run the gauntlet at the maximum speed provided you found the right pattern of turbo pads, bumpers, power-ups, and ramps? Well, maybe you don't, but the Sonic/Shadow levels are designed so that, with the right timing and skill, you can proceed through a level at a blazing tempo. The new shooting levels of Tails/Eggman will crowd you will numerous enemies to blast, while the puzzle sequences of Knuckles/Rouge will have your solving riddles while you explore the enormous levels. Compliment the one player game with lots of multi-player mini-games, awesome boss sequences, and a totally new Chao system, and you've got the perfect Dreamcast game.

Well, almost. Sonic Adventure 2 does have a few minor flaws. While camera control has been fixed from the original Sonic Adventure, there are still some difficult viewing problems, especially with the Knuckles/Rouge treasure finding sequences. It would've really helped if you could do more than just turn the camera horizontally. Additionally, I can't stand the US voices, and after five minutes of listening to the annoying US voices, I had to change the voices to the much better Japanese speech. Of course, these two flaws can hardly mar the awesome fun and challenge of Sonic Adventure 2, and should this be the last Sonic game on the Dreamcast, it's good to see that old blue ain't slowing down for any reason... and neither should you on your way to the videogame store! ***– Anthony Chau, IGN DC*** ■

Details ::

Publisher :: Sega
Developer :: Sonic Team
Genre :: Action
Number of Players :: 2
Release Date :: June 19, 2001

Ratings ::

Presentation :: 8.5
Graphics :: 9.6
Sound :: 8.2
Gameplay :: 9.3
Lasting Appeal :: 9.4

Overall Score
9.4

Fran Mirabella

This Month in GameCube ::

Have you seen the "Nintendo difference"? It has been almost two months since GameCube was blown out at E3 2001. Not much to our surprise (or liking), it turns out that Nintendo is putting us in the waiting room again. When it first unveiled Dolphin at E3 1999, fans would be in for a year-and-a-half wait until Nintendo's Space World 2000 show. The company only displayed a few non-game demonstrations and revealed the hardware. Nintendo, famous for its brilliant software, had nothing but copper wires, graphics technology, and a plastic box to show. It promised more was to come nine months down the road at E3 2001. Finally, the big show came and Nintendo had a lot of great software to show. But Nintendo had been promising a near-revolution with its GameCube software. Yet in truth, almost everything at the E3 show was just an embellished franchise or a technology demo. Great games to be sure, but Nintendo's software failed to have the same impact as something like the Super Mario 64 unveiling for the N64. We explore Nintendo's forthcoming "difference" in this issue.

For more Cube news, reviews, previews, and more, visit http://cube.ign.com.

FEATURE ::
Waiting for the Difference

Nintendo's E3 presentation was great, but was it keeping the curtains drawn?

Feature Story ::

033 :: Waiting for the Difference

Also In This Issue ::

035 :: Previews

Preview :: Tony Hawk 3
The third and newest installment of Tony Hawk's Pro Skater is headed to your favorite console. Online, anyone?

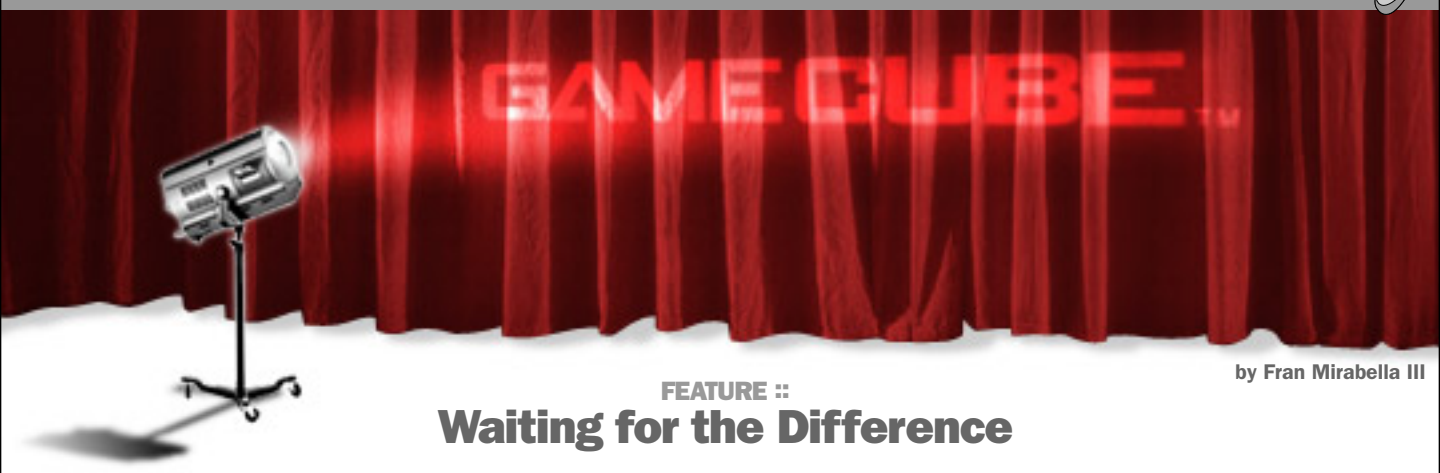
Preview :: Crazy Taxi
Yeah, it's about two years old, but Acclaim is still determined to bring a solid port of Crazy Taxi to GameCube.

Editor's Most Wanted ::

1 :: Pikmin
2 :: Star Wars R.L.: Rogue Squadron II
3 :: Super Smash Bros. Melee
4 :: Luigi's Mansion
5 :: Wave Race: Blue Storm

Office Abuse ::

Fran is the youngest employee at IGN. She's 13.



by Fran Mirabella III

FEATURE ::

Waiting for the Difference

Nintendo's E3 presentation was great, but was it keeping the curtains drawn?

"The main concept is, Nintendo has created 'the machine to make great games.' If you look at the specs, it could be a powerful multimedia machine. Almost anything is possible on it. But the GameCube hardware will be used strictly for great games." - ***Shigeru Miyamoto***

When I first laid my eyes on GameCube at Space World 2000, I was naturally impressed. However, I had expectations for a far more revealing presentation than the unveiling of the hardware and a few technology demonstrations. Nintendo had been touting the then-codenamed-Dolphin, as something more impressive. The renowned game publisher said it was developing a next-generation system so it could create more compelling game content. Nintendo claimed that flashy technology and jaw-dropping graphics were a second priority to fresh, innovative gameplay. True, Nintendo never promised a total revolution, but it did continually say that its focus was on advancing gameplay.

The "Big" Show ::

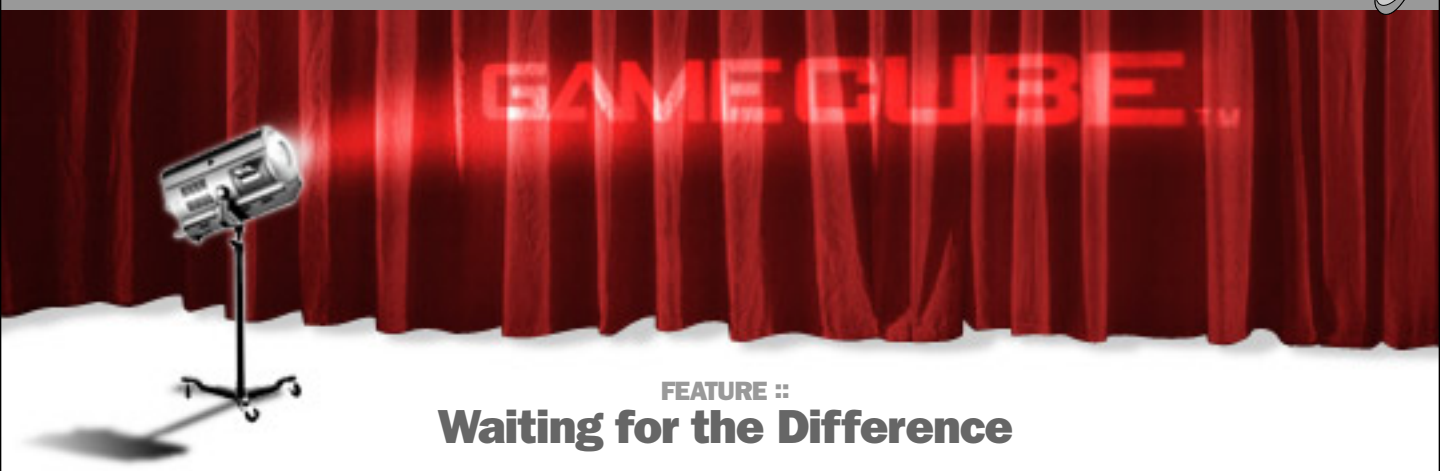
"I'm sure that you will still have a similar experience like when you first experienced Super Mario on N64 when you first experience Gamecube." - ***Shigeru Miyamoto, following Space World 2000***

Nintendo continued to say that it would show its innovative software at the upcoming Electronic Entertainment Expo (E3). The company refused to show any games at Space World 2000, namely because it was afraid that its competitors would steal ideas. It had happened before with Super Mario 64, a game that had a big impact at Space World 1995. It was revolutionary, and developers around the world quickly began trying to mock its innovative gameplay mechanics and ideas. Because of that, Nintendo decided to hold its hand close to its chest in the future, until just before its software hit the market. So, going back to the point, Nintendo indicated that time would be E3. Then and only then could the intelligent uber-developer show everyone what it had been working on.

"...deep down I know what the real Nintendo Difference is – great games."

However, when E3 came, Nintendo's showing wasn't as brilliant as it promised it would be. Did Nintendo have some of the best games of the show? Absolutely, but it failed to show much software with innovative gameplay ideas. In essence, the whole philosophy of GameCube -- that games were more important than graphics -- was presented a bit flat. Now, don't get me wrong. Star Wars Rogue Leader: Rogue Squadron II was hot; Wave Race: Blue Storm proved dazzling; Super Smash Bros. Melee was dangerously addictive; in fact, everything at the show was pretty amazing. But, for the most part Nintendo had a gap in its GameCube presentation.

I refer to Shigeru Miyamoto's quote, about how we would experience something similar to when Super Mario 64 was introduced. The fact is that almost all of the games shown were primarily rehashed in terms of gameplay or were even stripped of it. To avoid putting my foot in my mouth, I will say that Pikmin demonstrated Nintendo's fresh take on gameplay quite well. Nintendo is the first company to do a real-time strategy right on a console from what we've seen so far. Outside of Pikmin, though, everything else was pretty devoid of anything comparable to someone's first experience with Super Mario 64. Luigi's Mansion was stripped of any serious vacuum upgrades or puzzles, Eternal Darkness was primarily a technology demonstration, Kameo was purposefully fenced in, and Star Fox Adventures was also a technology demonstration -- and a buggy one at that.



FEATURE ::

Waiting for the Difference

True, I would give my left leg to play these games again, but I was hoping that Nintendo would again show a piece of next-generation software like Super Mario 64 and lead the industry down a new path.

Space World 2001: The Nintendo Difference ::

"So what kind of new software should we be looking forward to? That should be the mission of game creators."
- Shigeru Miyamoto

It's almost too predictable. Every time Nintendo presents hardware/software at an event -- E3, Space World, Gamers' Summit -- it tells us we have to wait a little longer. Sometimes I think that is the Nintendo Difference. Of course deep down I know what the real Nintendo Difference is -- great games. That is because I have experienced Super Mario Bros., Zelda, Excitebike, Metroid, Kid Icarus, Pokémon, and so many countless other fine Nintendo games. As a developer, Nintendo has always stressed plain good fun over anything else, and it's not very often that it let us down. So, coming off of E3 we see Nintendo has some really great games coming down the pike, but ultimately it is holding off on showing the more important franchises, and hopefully the more innovative gameplay.

What this all boils down to is that Nintendo is poised to finally demonstrate "The Nintendo Difference" at Space World 2001, which is held on August 24-26. The private Nintendo-only show takes place just weeks before GameCube launches in Japan. Nintendo would have little reason to be as conservative as it has been. Bearing that in mind I think Nintendo will come out and show gamers something more revolutionary. Presumably players will once more experience the same kind of elation that Super Mario 64 induced. Perhaps not something as revolutionary as Nintendo's move from 2D to 3D, but definitely something that shows a drastic evolution of 3D gaming.

So, while E3 only scratched the surface of "The Nintendo Difference," Space World 2001 is positioned to finally draw the curtains wide open. Shigeru Miyamoto, who is overseeing GameCube projects, has repeatedly said Nintendo's plan is to once again reinvent fresh gameplay. We look forward to Space World 2001 for the definitive Nintendo Difference.

-- Fran Mirabella III, IGN Cube ■

"To me the most important thing is the gameplay. That is what I put my focus on."

– Shigeru Miyamoto

GameCube :: Preview

CRAZY TAXI

Yeah, it's about two years old, but Accaim is still determined to bring a solid port of Crazy Taxi to GameCube.

Sure, Crazy Taxi 2 is available for Dreamcast, but that's not stopping Acclaim from porting the original arcade hit, Crazy Taxi, to the GameCube. For those of you not familiar with Crazy Taxi, we'll briefly outline the premise: you take hold of a stylin' yellow taxi cab (duh) as one of four drivers -- Axel, B.D. Joe, Gena, or Gus. Then, being the good taxi driver you are, you set out to pick up customers and cash in. All of this takes place in a rather large city with tons of customers. Your gameplay time runs on a clock, which is influenced by your ability to efficiently pick up customers and make money. Finding shortcuts and making sacrifices is a necessity. And don't worry about getting lost -- the game features an arrow that always points you to your destination. Graphically, Acclaim has only managed to bring a ho-hum port to the PS2. Given that Sega is porting visually striking arcade hits like Monkey Ball to GameCube in a month's time, then theoretically speaking, Crazy Taxi should look great and run smoothly on GameCube. We hope that Acclaim has the time to polish it for the GCN hardware. Summed up, Crazy Taxi is all about wild rides and big fares. Despite its age, it should provide a heck of a good time on GameCube if you don't already own it on another console. Look for it to hit stores on November 15th of this year. -- ***Fran Mirabella III*** ■

Details ::

Publisher :: Acclaim
Developer :: Hitmaker
Genre :: Action
Players :: 1
Release :: Nov 15, 2001

GameCube :: Preview

TONY HAWK'S PRO SKATER 3

The third and newest installment of Tony Hawk's Pro Skater is headed to your favorite console. Online, anyone?

The *third installment* of what is considered to be the best skateboard videogame of all-time is headed to GameCube. Tony Hawk's Pro Skater 3 will hit Nintendo's next-generation console sometime in 2002. It will offer up to 10 enormous levels, all your favorite professional skaters, a thumping soundtrack, and more interactive environments.

The most thrilling new feature is the ability to jump online and be an international poser. Unfortunately there are no concrete details regarding online play at the moment, but the mere premise of grinding the curb with friends across the country is exciting. At the core of it all still lies the same tried and true gameplay. Activision isn't changing the combo system outside of the addition of the "revert" trick, which lets you link in a manual after completing a ramp trick, letting players preserve long combo chains for major points.

The biggest new gameplay additions revolve around environmental interactivity. Harnessing the power of next-generation consoles, players will experience more pedestrians, cars, traffic accidents, natural disasters -- like earthquakes -- and changing weather conditions. Currently the following areas will be available for grinding: Skater Island, Rio de Janeiro, Los Angeles, Canada, Tokyo, and Paris. Announced skaters include Bam Margera, Steve Caballero, Rune Glifberg, Eric Koston, Bucky Lasek, Rodney Mullen, Chad Muska, Andrew Reynolds, Geoff Rowley, Elissa Steamer, Jamie Thomas, Tony Hawk, and more likely to come. The Create-a-Skater feature will also still be available. Expect all this and much more at a blistering 60 fps. -- ***Fran Mirabella III*** ■

Details ::

Publisher :: Activision
Developer :: Neversoft
Genre :: Sports
Players :: TBA
Release :: TBA

Craig Harris

This Month in Handhelds ::

Last night, I had a very bizarre dream that hit a little too close to home. A friend – let's say his name is Phil (because I don't have a friend named Phil) came back from the game store holding a Game Boy Advance in-hand. But he wasn't bursting with excitement – he was almost...angry. "I think my system's defective...I can't see anything on the screen."

I grab the system from his hand, click on a desk light, and play a game of Super Mario Advance. "What are you talking about, the picture's as clear as day." I hand him back the system.

"What are you talking about, there's nothing but a black screen!" He looks at me genuinely, he obviously believes there's no image there. So I shove the desk light over the system so he could see it better. "How about now?" "Nope. Nothing."

It was like one of those bad television shows where only the lead character can see his dead grandfather. Though here, wackiness didn't ensue...it was just an annoying game of "Your system's working fine/No it isn't" that went on for way too long, with me shining flashlights and spotlights on the screen and Phil denying a picture on the screen. Plus no naked women walked in, which made it an even more irritating dream.

I think all the complaints of "My screen is way too dark...I think it's defective" is finally getting to me. Cripes, people...find a nice, lit area before you start playing your GBA. It's just common sense. ■

REVIEW ::
Mario Kart Super Circuit

Feature Story ::

038 :: Review - Mario Kart Super Circuit

Also In This Issue ::

037 :: Previews

Spider-Man: Mysterio's Menace
The developers of Tony Hawk 2 work their magic on the webslinger's first Game Boy Advance adventure

Super Street Fighter II Turbo Revival
Ryu, Ken, M. Bison and the rest of the World Warriors go handheld in Capcom's Game Boy Advance conversion

Editor's Most Wanted ::

1 :: Super Smash Bros. Melee (NGC)
2 :: Maximo (PS2)
3 :: Crash Bandicoot (GBA)
4 :: Star Fox Adventures (NGC)
5 :: Tony Hawk's Pro Skater 3 (GBA)

Office Abuse ::

At last years Tokyo Game Show, a drunken Craig Harris dropped his pants and threw up on the late-night Tokyo subway.

GBA :: Preview

SUPER STREET FIGHTER II TURBO REVIVAL

Ryu, Ken, M. Bison and the rest of the World Warriors go handheld in Capcom's Game Boy Advance conversion

During the Super NES' early years, the one game to really show folks that the system had the "right stuff" was Capcom's conversion of Street Fighter II – at the time, the game was still storming the arcades, and the SNES version was darn close to a pixel-perfect rendition. And though the original Street Fighter II hasn't been in regular arcade circulation for years, Capcom's giving Game Boy Advance owners the most up-to-date conversion possible.

Super Street Fighter II Turbo Revival is quite a mouthful, but it's also a cartridge-full, too. The game will feature 16 different fighters, each with his or her own stage to brawl. The line-up includes familiar fighters such as Ryu, Ken, Chun-Li, and M.Bison -- all the characters that were in the original Street Fighter II series are here. As are the four additional fighters that were included when Street Fighter II went super: Cammy, Deejay, T. Hawk, and Fei Long. Even the lost beat-up-a-car stage is in this game. The in-game graphics are a straight conversion, but the still character shots before and after a fight have been redone in stunning hand-drawn fashion.

And even though the Game Boy Advance only has four action buttons, Capcom has mapped the six button configuration as accurately as possible to them – and if you don't like their control scheme, you can always change it in the options menu. And don't forget your buddies – with a second system and another cartridge, you'll be able to battle against 'em like you did in the arcades.

Super Street Fighter II Turbo Revival is due out as early as this September. ***-- Craig Harris*** ■

Details ::

Publisher :: Capcom Ent.
Developer :: Capcom Ent.
Genre :: Fighting
Players :: 2
Release :: Sept 2001

GBA :: Preview

SPIDER-MAN: MYSTERIO'S MENACE

The developers of Tony Hawk 2 work their magic on the webslinger's first Game Boy Advance adventure

Early last year, Activision released Spider-Man for the Game Boy Color – the game ended up being an excellently-designed platform game that really took advantage of the webcrawler's super abilities. As a treat to the fans of that game, Activision assigned the same development team the first Game Boy Advance Spider-Man adventure, and it's due this fall.

The Game Boy Advance sequel is very similar in gameplay to the original Game Boy Color title, with Spider-Man given similar abilities in his GBA adventure. You have complete control over all of Spidey's super-faculties -- you can jump and swing on coils of web rope, climb and scuttle up walls and brawl like only Spidey can. In addition, Spidey can shoot web balls to ensnare villains and spin a web shield to deflect anything the baddies chuck at you. These abilities are handled on the Game Boy Advance's extra shoulder buttons.

Thanks to the upgraded power of the new system, the game is getting a tremendous facelift. The graphics will be a lot more detailed this time around, with realistic cityscapes lining each of the game's levels. What's more, Spider-Man himself has been 3D rendered with hundreds of frames of animation, giving the wallcrawler a very true-to-life look.

Spider-Man: Mysterio's Menace is in development at Vicarious Visions, the same company responsible for Activision's outstanding Game Boy Advance port of Tony Hawk's Pro Skater 2. Let's hope this team can repeat the same success of its first GBA project. ***-- Craig Harris*** ■

Details ::

Publisher :: Activision
Developer :: Vicarious Visions
Genre :: Action
Players :: 1
Release :: Sept 2001

GBA :: Review

MARIO KART SUPER CIRCUIT

The game that started the whole kart genre makes a return in amazing form on the Game Boy Advance.

It was one of the first games announced for the system, but it didn't quite make the system launch – Mario Kart Super Circuit is finally finished for the Game Boy Advance, and man, what a ride. This game brings the classic look and gameplay of the Super NES classic Super Mario Kart, and blends in features that make it its own design.

Mario Kart Super Circuit builds upon the original design of the SNES version, with multiple circuits of four tracks each in place for the single player mode. The only way to progress through the five Cups (four available, one hidden) is to place first in each of the game's 20 tracks in 50, 100, and 150CCs modes, each being a faster and tougher class than the one before it. You'll have your pick of one of eight Mario Universe characters, from Mario and Luigi to Bowser and Yoshi, each racer having his or her own driving attributes such as speed, acceleration, and overall weight to push around the other players.

But single player barely scratches the surface – it's when you grab a friend (or two, or three) that Mario Kart Super Circuit really opens up. It's the fun of screwing the other person with power-ups like turtle shells and lightning bolts as you cruise around the course, making sure he's the one to get Thwomped!! as the last place racer. And, of course, you can put the race aside and just enter one of four battle arenas in a total grudge-match to see who's the last person still on wheels. The game is very inviting even to those without a cartridge, as the game supports single cartridge link – giving gamers four unique basic tracks to see what the game's all about, without the expense of a game purchase.

Another feature that increases the replay value is Mario Kart's ghost mode – the game will record the best time around every track as a "ghost" so you can see just what it was that made that time so fast. What's more, you can trade these ghost racers to another player through the link cable – so, in other words, you can also race against a friend's best time on that track, too. It's a great feature that will definitely encourage the whole "practice makes perfect" thing.

Mario Kart Super Circuit will hit Japan first at the end of July, followed by an August 27th release in North America. I highly suggest you get down to your local shop and put down a few greenbacks for this racer – it's a brilliant, must-have game for the handheld. **– Craig Harris, IGN Pocket** ■

Details ::

Publisher :: Nintendo
Developer :: Intelligent Systems
Genre :: Racing
Number of Players :: 4
Release Date :: August 2001

Ratings ::

Presentation :: 9.0
Graphics :: 9.0
Sound :: 9.0
Playability :: 10.0
Lasting Appeal :: 10.0

Overall Score
9.5

Dave Zydrko

This Month in PlayStation 2 ::

Even though it's a fantastic job, being a videogame editor isn't nearly as glamorous as it may seem. Sure, we get paid to play games, but there's a lot more to our jobs than playing games, and being forced to play through hundreds of horrible games every year (the crap to good ratio is like 20 to 1) isn't all that fun. This is compounded even more when you have to do most of it between the hours of midnight and 4 a.m. because your regular, every-day work (previews, news, etc.) takes up the rest of your day.

On the other hand, there's not another job I'd rather be doing right now, as this is a really good time to be in the industry. While losing sleep over a review of X-Squad isn't enjoyable, in recent times my all-night gaming sessions have been with NBA Street, GT3 and NCAA 2002 -- all titles that I'd play even if it weren't my job. Things are definitely on the up and up with PS2 and I'm enjoying every minute of it.

For PS2 news, reviews, previews and more visit http://ps2.ign.com.

Feature Story ::

041 :: Review - Twisted Metal: Black

Also In This Issue ::

040 :: Preview - Xenosaga

Preview :: Xenosaga
Namco and Monolith Soft start work on what may be a six-part epic RPG.

NEW :: PS2 on the Flycam
Check us out at:
insider.ign.com/flycam/flycam_8.html

Editor's Most Wanted ::

1 :: Britney Spears
2 :: Metal Gear Solid 2
3 :: Ico
4 :: Madden NFL 2002
5 :: Nintendo GameCube

Office Abuse ::

Dave doesn't like to wash his hands after he poops.

PlayStation 2 :: Preview

XENOSAGA

Namco and Monolith Soft start work on what may be a six-part epic RPG.

Even producer Tetsuya Takahashi has admitted it at one time or another. It's a strange concept, the idea of being a "noble failure," but Xenogears, one of Square's most popular and argued about role-playing games, has certainly landed the atypical perception as just that -- An inspired attempt. The game isn't quite what it could have been -- but it has probably drawn a more rabid fanbase than any other PlayStation RPG. Final Fantasy blew up into a mass-market phenomenon, but Xeno's blend of Byzantine religious conspiracy, complex science-fiction concepts, and wall-to-wall homage to thirty years worth of Japanese animation definitely lit up the obsession circuit in the minds of a cultish few. The angry e-mails that followed the IGNPSX Top 25 were only outnumbered by the related demands for a sequel.

As was announced some time ago, Takahashi and a great many of Xenogears' staff left Square after the game's development concluded. As Monolith Soft, a new company under the wing of Namco, they quietly set to work on what rumor had it was a sequel to their previous work. Known as Project X, it remained under wraps until the spring 2001 Tokyo Game Show, where it received a name: Xenosaga, setting off all sorts of speculation from fans and writers alike.

The official line is that it's not intended to be a sequel or otherwise tied into the previous project. Xenosaga's official title is "Xenosaga Episode 1: Der Wille zur Macht." The subtitle is remarkably un-mangled German, meaning, "The Will to Power" (which is also what the Japanese in the logo means). "Episode 1" (which set off speculation when it appeared in the TGS 2001 teaser trailer) is the first tip-off -- Xenogears was described in its conclusion as "Episode V," part of an imagined six-part epic story. Even if Xenosaga is to kick off a different cycle, it's beginning along similar lines.

Like the Episode 1 period of the Xenogears continuity, Xenosaga is set in a technologically advanced world, where mankind is reaching out to the stars. Earth is forgotten, or at any rate, mankind is trying to escape his home; all that is said about the exodus is that we left for "a certain reason," and the homeworld is referred to in folklore as "Lost Jerusalem." The "Star Cluster Federation" counts 500,000 worlds among its membership, connected by a system of space warps known as the "Unus Mundus Network." The U.M.N is administered by a corporation, "Vector," which sends colony fleets throughout the universe under the command of its leader, Wilhelm. Equipped with substantial resources of weapons and technology, the fleets work to expand humankind's reach in all directions, by force if necessary.

Xenosaga will receive its official unveiling later this summer, and its developers currently affirm that the massive two-DVD package will ship in Japan in December 2001. An American release has yet to be announced, but Namco would obviously face some rather heated ire from its many fans if the game never made it to the US.

-- David Smith, IGN PS2 ■

Details ::

Publisher :: Namco

Developer :: Monolith

Genre :: RPG

Number of Players :: 1

Release Date :: TBA 2002

PlayStation 2 :: Review

TWISTED METAL: BLACK

The most fearsome PlayStation 2 game to date has landed, and it's incredible in every way.

One of the first phrases out of Lead Designer David Jaffe's mouth at Sony's Gamer Day last fall was that he would only create the next Twisted Metal game in the series if he could put back together the first team that created Twisted Metal 1 and 2. That's what he told Sony, and Sony obliged him. Then, two years after the initial plans were laid down, Jaffe and his team honored Sony with the best game on the PlayStation 2 to date, Twisted Metal: Black.

Starting from scratch, the new/old team, dubbed Incog Inc., went forward with a straight, focused approach -- the game must be 60 frames per second, it must be fast, serious, balanced, and most of all, deadly fun. The end result of all of their hard work and late-night toil is a beautifully dark, totally original, clean, polished, deep-as-the-Pacific car-combat game that refines the genre from the ground up. Yes, them's a lot of words, but this game is worthy of them, and more. It's by-and-large one of the most amazing games I have ever played.

Taking the car-combat genre straight back into its straight-out death-match roots, Incog has created a single- and multi-player experience that is untouchable in almost every aspect. The game offers single-player Endurance, Story, and Challenge modes for the solo player, and Two-player co-op, two- to four-player Deathmatch (via a Multitap) and Two-player last man standing. Story mode is where players get to progress through each character's own story to unlock their final endings and perhaps secret characters and levels. There are no mission objectives, or special extras, just plain old death-matches.

The control set-up provides three variations: Classic, Run and Gun, and Control Freak. I liked the Classic set-up, with L2 being Special attack, R2 being Machine Guns, L1 and R1 as weapon select, and L3 for steering and R3 for acceleration and reverse.

What makes this game so incredible is the combination of an incredibly fast sense of speed for each vehicle, a blazingly fast frame rate (60 frames per second), and some of the most wonderfully inventive levels we have seen in this kind of game. They're massive in scale, balanced, interactive, and boast subtle lines that lead to special areas. Characters such as Sweet Tooth and Axel are back, and new characters such as Dollface, No Face, and Bloody Mary add to the psychotic fray.

In short, Twisted Metal: Black is a truly awesome experience, one in which every PS2 owner should indulge. It's an incredible production, a wonderfully dark, and strangely imagined game that won't let anyone down in any way. ***-- Douglass C. Perry, IGN PS2*** ■

Details ::

Publisher :: SCEA
Developer :: Incognito Studios
Genre :: Action
Number of Players :: 4
Release Date :: June 19, 2001

Ratings ::

Presentation :: 9.0
Graphics :: 9.6
Sound :: 9.5
Gameplay :: 9.6
Lasting Appeal :: 9.7

Overall Score
9.6

Vincent Lopez

This Month in Xbox ::

Hi. Remember me? I used to be the Xbox guy, and then I wasn't the Xbox guy, and then I was a PC guy again, and then I died.

Anyway, so I'm back on the Xbox site after an absence of a few months, and it's amazing to me just how far everything's gone since I left. I expected things to explode after this year's Gamestock, but not quite so loudly, or for quite so long. Sure, the GameCube warmed my heart, and the hearts of a million other old Nintendo fans, but when you think about it, when has a launch looked this strong? Even the Dreamcast launch couldn't offer as many triple-A titles as are planned by Microsoft. They've done the math, and they're accomplishing exactly what they planned to for the first set of launch titles – expected favorites. They can't create franchises in a day, and so they aren't. Be patient, watch the launches fade, and you'll see the real magic begin.

For more Xbox news, reviews, previews, and more, visit http://xbox.ign.com.

Feature Story ::

043 :: Things to do at E3 When You're Dead

Also In This Issue ::

054 :: Previews

Preview :: Jet Grind Radio
The future is now. Xbox gets Jet Grind.

Preview :: Dead or Alive 3
The "Most Wanted Butts" come to Xbox.

Editor's Most Wanted ::

1 :: Munch's oddysee
2 :: Halo
3 :: Tony Hawk 2x
4 :: Dead or Alive 3
5 :: Amped

Office Abuse ::

Vincent Lopez used to be the original editor of IGN Xbox. He's currently dead.

FEATURE ::

Things to do at E3 When You're Dead

by Vincent Lopez

While I was dead for a while last month, lying in the wreckage of the plane crash that killed both Mr. Robot and I, I got to thinking. Is this what life is all about? Writing about videogames and having some fireman hose the flames off my burnt intestines? It's then that I thought, yes. Yes, there's nothing else. Something like that – I can't really remember the details because I was dead, but you get the picture.

I also began thinking about this year's E3, which at the time had just passed only two days before the horrifying event. I had stopped working for the Xbox site, and was happily writing caption text for Home Auto Repair Journal, as well as contributing to IGN PC, and so when I got to E3, it was primarily *not* to cover the system that everyone was looking forward to catching a glimpse of. No press conferences, no in-depth pieces of the hottest games on the system. Sure, I played a bit of Halo, took a look at Tony Hawk 2x, and noticed just how damn beautiful Cel Damage looked in motion, but I was free to "eat and run," as opposed to having to cover anything for the system. It was a whole different world.

THE OUTSIDERS ::

What I got to see was something that Brandon and Jeremy and Shaun couldn't have had a glimpse of, namely the outside perspective on the console – not from the PR reps and fanboys trying to get an exclusive for their fansites and magazines, but from the consumers who were actually going to be buying the system come this fall. What I saw was a crowd of people genuinely confused about what the hell they were going to do with their funds this fall, and trying desperately to weigh the merits of a tiny DVD versus a hard drive. The lucky ones who purchased a PlayStation 2 last fall were in a safer position, because a new year provided instant legitimacy to any new console purchases. The GBA didn't count because it was under the size of a breadbox.

So there they were, the masses that were making the real decisions, and none of them seemed happy at all. There was a glow of excitement, and there was the shiny smile, but underneath there was confusion. Even the launch of the original Sega and Nintendo consoles wasn't as bad, because it was a battle of unknowns, and you picked a console and ran with it, praying for something good. Nowadays we're keen consumers, and so we're quick to analyze every option and research ourselves into oblivion. Did the boys and girls of E3 love the Xbox? Yeah, sure. It looked great – but where was the...the, I don't know...the original thing that was going to blow our minds? Halo wasn't quite original enough, and Munch was already old in terms of an E3 debut. What did people want?

Microsoft didn't impress as much as promised, probably because the titles resembled so many of the titles that we've played on other systems, without being the actual franchises themselves. While Mad Dash reminded us of characters like Crash Bandicoot, it certainly wasn't Crash himself. And Tony Hawk 2x couldn't hold a match to the upcoming Tony Hawk 3 – on any system. But what people seem to forget is that when games like Crash were first released, we criticized Sony for blatantly trying to create a 3D Sonic/Mario that they could turn into their own unique character. They did, we forgot, and now we're doing it all again for a brand new system.

FINAL FIGHT ::

The consumers, however, are singing a different tune. It's hard to compete against a new Mario, even if that new Mario is actually Luigi, and it's nearly impossible to deal with a console about to hit its stride in the fall. But consumers buy systems for games, and in that respect they're already being sucked in by adult titles like Halo and DOA3, original titles that are giving Xbox owners a feeling of exclusivity. Best of all, Microsoft is already starting to prove that its first party is getting stronger by the day, as evidenced by the overwhelming E3 showing of Amped, a title which was slightly below peat moss in terms of interest at this year's Gamestock. Good concept and bad execution became well-executed ideas. Shock of all shocks, Microsoft may be the one to take the Tony Hawk concept and give it a breath of fresh air. Wonders will never cease.

While game editors pick sides and nitpick, we're also getting into the summer, when all of us begin to realize "You know what? I'm buying all of this stuff anyway." Far from being a drag-out death-match, the console wars are going to go down to a matter of taste, like they always have. GameCube gamers want nostalgia, they want their characters, and they want their classics redone. Sony gamers want an adult experience, and they want their new franchises to carry them into the next-generation. But the Xbox, the Xbox is where we're hoping for something new, something truly inventive and original from a company that's desperate to prove that it's going to be a force. And unlike the original PlayStation launch, which was incredibly well-timed, Microsoft knows that there are no margins for error. One slip-up and their fans will be playing Jax and Daxter 2 in Luigi's Garden come 2002. So if you think that you can place a winner, if you're willing to put your money down on a sure bet, then you've forgotten what this business is all about: killing things.

Or making money, one of the two. I can't remember – I'm dead

– Vincent Lopez, IGN Xbox ■

Xbox :: Preview

JET GRIND RADIO FUTURE

The future is now. Xbox gets Jet Grind.

The fact that this game may hit the states at all is a testament to Microsoft's interest in supporting quirky, original titles for the system. Before a game was even announced for the console, we talked with Xbox tech-head Seamus Blackley about the joys of Jet Grind Radio, and how important weird, cool, and risk-taking games are for pushing gaming – a console system – further. When Sega made the announcement that it was becoming a developer, some were worried that the next Jet Grind may get lost in the shuffle, due to less-than-spectacular sales of the original both in Japan and in the States.

It looks like Microsoft put its money where its mouth is, however, and has taken Jet Grind Radio Future under its wing, upping the graphics, animation, and level detail to fulfill the vision originally set forth by the first game. As the title implies, the new game takes place in the future, which is funny since we all thought the original game looked pretty futuristic already. No matter. Expect cool motion effects, blazingly fast framerates through giant cities, and more of what made you love the original. The future is coming, and it looks cel-shaded.

– Vincent Lopez ■

Details ::

Publisher :: Sega
Developer :: Smilebit
Genre :: Action
Players :: 4
Release :: TBD

Xbox :: Preview

DEAD OR ALIVE 3

The "Most Wanted Butts" come to Xbox.

It's nice to feel like an adult gamer, because then you're given free reign to play games with jiggling boobies and somehow feel like you're contributing to the legitimacy of mature gaming. You're not a voyeur, you're trying to support the industry's efforts to free videogames from the world of big shiny eyes and talking animals. You did your part for Tomb Raider, and it's up to you to contribute to the third in the Dead or Alive series, now with more spandex.

Tecmo's keeping the game under a tight lid, but financial reports have shown the company as intent on bringing the latest game to the Xbox for launch. Good thing, because Japanese support has been, and will be, a sore issue on the system until we see some major original Japanese titles hit the system. As strong starts go however, this is one of the best, with character detail through the roof, and animation and in-game cinematics better than nearly everything we've seen so far. But no playable at E3? That's as teasing as the schoolgirl outfit in DOA2. We were hoping for a little more quality time with the third in the series, but it looks like all of us will have to wait a bit longer before solid details of this major, major title hit.

– Vincent Lopez ■

Details ::

Publisher :: Tecmo
Developer :: Team Ninja
Genre :: Fighting
Players :: 2
Release :: TBD

Dan Adams

This Month in PC ::

Well, somehow I drew the short straw this month and have to impart some sort of wisdom upon you in under 200 words. Well, my wisdom is... try not to bring a game out to the public if it hasn't been tested to the utmost. All of the mail I've been getting in the letters box regarding World War II Online is driving me nuts! "Why doesn't it work?" "When is your review going up?" "Why is it running at two frames per second?" Unfortunately, the game was pushed out before it had the opportunity to be sufficiently tested. Smartly, they've decided to negate the monthly fee until the game has been fixed, at which point the one free month's play will begin. Hopefully we'll be able to review the thing one of these days. Until then, here's the short review: don't buy it yet. It doesn't really work. Wait till you hear that it's ready and then pour your hard-earned money into it. Until then, rekindle your love for books. Fine, fine, rekindle your love for pornography, then...

For more PC news, reviews, previews, codes and more, visit **http://pc.ign.com.**

Massively Massive Multiplayer Madness

Feature Story ::

046 :: Massively Massive Multiplayer Madness

Also In This Issue ::

047 :: Pickle's Puzzles
048 :: Previews
049 :: Review

Editor's Most Wanted ::

1 :: Mike Morrissey to stop listening to 80s music.

2 :: People to stop parking in two spaces, especially when they're carpooling and handicapped

3 :: Invisible underwear

4 :: The SFPD to stop giving me tickets

5 :: Craig to give me a Game Boy Advance.

Preview :: 4x4 Evo 2
One thing's sure -- it's got a lot more than the last one.

Office Abuse ::

"I like to get bacon in my shakes at fast food restaurants. You should try it some time – you'd be surprised at the results."
- Dan

FEATURE ::

Massively Massive Multiplayer Madness

Everybody's making one but how will you pick the one that's right for you?

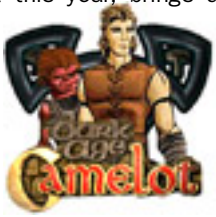
by Steve Butts

Unless you want to spend hundreds of hours and hundreds of dollars per month on games, there's no way you could possibly play all of the great online role-playing games that are coming out in the next two years. Heck, we get paid to play them and even we have trouble finding time for all of our favorites. Since the online RPG seems to be growing at such an incredible rate, we thought it would be a good idea to give you a brief overview of some of the better titles you can expect to see in the coming years.

While most massively multiplayer online RPGs sacrifice a strong narrative in order to accommodate the huge numbers and variety of players in the game world, Shadowbane puts the players in a specific fantasy story with a definite progression. The game's central tale, which will play out over five years starting this fall, concerns the recovery of the magic blade Shadowbane. The sword can bring rebirth to the ruined world, and the various player-directed guilds will compete in large battles as each faction seeks the sword for its own uses.

The latest EverQuest expansion, Shadows of Luclin, is due out by the end of the year and really adds a lot to the current game. Sure, it's great to play as a cat and the new Beastlord class sounds intriguing, but we're much more excited by the prospect of journeying through the 24 varied zones of Norrath's moon. And since the game will include a remarkable upgrade in the current graphics, it's that much more alluring.

Dark Age of Camelot, also due out this year, brings a much more directed team emphasis to the online RPG. With three distinct factions, it clarifies the conflicts between players. The human-oriented Albion races, the Norse Midgard races and the Celtic Hibernians will all vie for control of several sacred relics. Each relic confers certain benefits on the civilization that possesses it, and the capture of the relics bestows great reward on adventurers brave enough to manage to obtain them.



Atriarch departs from the fantasy background of most RPGs in favor of a rich science fiction world. Factions and leaders will play a big part in this game and the team is even trying to add some large-scale strategy elements to the mix. Even more interesting is the chance that your actions will have a distinct and noticeable change on the game world. The world itself is said to be completely organic and dynamically responsive to whatever happens to be going on.

MicroForté's Big World: Citizen Zero has encountered some delays but that's only due to the immense scope of the project. It, too, takes a sci-fi approach, putting the players on a prison planet where riots have destroyed nearly all vestiges of law and order. Up to half a million players will be able to log onto the same shards in an effort to rebuild civilization. And of those half-million players, thousands will be able to gather in one place at one time — creating the potential for some really kick-ass, AC/DC-level trampling.

And next year's got a lot to offer as well. Funcom's Midgard lets players take the role of a Viking in a world populated with trolls and the whole pantheon of Norse gods (the cool ones at any rate). It offers a smaller but much more detailed world and even incorporates some intriguing 4X ideas with trading, resources and politics all playing a major role. Rumor has it that players will even be able to create their own settlements to take advantage of valuable resources. Best of all, whenever a player is killed he or she goes to Valhalla, a special player-versus-player zone, from which a player can return any time he or she desires.

Horizons, despite its high system requirements, should attract a lot of players who enjoy the traditional fantasy themes but want a little more substance. The new game, due out next summer, will focus much more heavily on alignment and reputation than previous games. It also adds a lot of traditional but neglected fantasy races to the mix – angels, vampires, giants, and lamurians just to name a few. Dynamic race wars keep the excitement high and help add structure to the player-versus-player approach.

Turbine's new game, tentatively called Asheron's Call 2, is trying very hard to keep pace with the vast ▶

FEATURE :: (cont.)

Massively Massive Multiplayer Madness

improvements in graphics as well. So far it's looking a lot better than the original game, but since it's mostly just technology at this point, there's little we can say about it. Hopefully the content will live up to the standard set by the amazing graphics work that's already being done.

Westwood's Earth and Beyond takes the MMORPG in a very different direction. For many it may not seem to belong in the RPG category; it's much more of a spaceship combat and trading sim. Still, the room for exploration and character growth allows it to share much of the same appeal that more traditional RPGs have. And it's different enough in terms of approach (there are no characters exactly — you are your ship) to attract players new to online gaming. It may even attract a lot of us who are growing weary of hanging out with dwarven clerics. Chris Roberts' long-awaited Freelancer also promises to strike this same nerve when, and if, it's ever released.

For those of you don't like role-playing, there are plenty of other opportunities coming your way. Verant's online first-person shooter, Planetside, should be out this fall while Dune Generations and Sovereign take a massively multiplayer approach to strategy games. Motor City Online will please social racing fans and The Sims Online hopes to strike a chord with those of us who can't afford to build an aquarium big enough to hold real people.

All in all there's a lot of quality stuff coming out for the massively multiplayer oriented folks. The only shame is that there aren't enough hours in the day to devote to all of them. Hopefully this guide will serve as an incentive for you to learn more about the games that you think will suit you best.

-- Steve Butts, IGN PC ■

PC :: Feature

PICKLE'S PUZZLES #3

Subtitle Search

Ahoy-hoy you little bags of blood and bones. Yet again, I -- PickleBoy -- return to challenge your mushy gray matter with a whole new conundrum that's certain to twist you synapses into a knot.

First off I have to give it up for my man Uchendu Nwachukwu, who is now sitting pretty with a brand new copy of SimCity 2000, and all the hair we could dig out of the drain in Dan's shower. Congrats Uchendu -- now your life has meaning.

Like last month's puzzle, July's teaser is a matching game. Just match the name of the game with that game's subtitle and you could win some PC games and perhaps some other useless junk from our "Coffer of Crap," which is now overflowing with so much rubbish that it's becoming a numinous and impinging "Corner of Crap" (look it up -- you just might learn something).

You'll notice there's a lot of "blood" in this month's puzzle. I guess I'm just fascinated by it since only pure 100% brine flows through this hunka, hunka gherkin. And don't get it confused with that "sweet" crap... it's pure salty dill for this cuc.

GAME	SUBTITLE
1) Flashback	A) Day of the Destroyer
2) Dark Reign	B) UFO Defense
3) Blood Omen	C) The Future of War
4) Thief	D) Torment
5) Gabriel Knight III	E) The Kindred
6) Blood 2	F) The Chosen
7) Might & Magic VIII	G) The Quest for Identity
8) X-COM	H) Legacy of Kain
9) Planescape	I) The Dark Project
10) Police Quest 3	J) Blood of the Sacred, Blood of the Damned

Submit your answers by email to pc_feedback@ign.com with the subject header "Pickle's Puzzles #3," and if you're the first one to get it right, we'll send you some games, t-shirts, and anything else we can find down Mike's pants. Yeah, pants. Oh, no. ■

PC :: Preview

LOCK ON: MODERN AIR COMBAT

Can a sim that pleases everyone please anyone? Here's one that's trying.

Until we'd seen Lock On, the flight sim market for jet enthusiasts was pretty grim this year. But this modern jet fighter survey sim (MJFS2) has us literally conga dancing with anticipation. It takes as its setting a NATO/Russian conflict over Black Sea oil rights. You fly for either the Russians or the Americans (oops, we mean NATO forces) in any of eight planes including the F-15 C, the Su-27 Flanker B or the A-10 Warthog.

A Dynamic Battle Generator recreates a full-scale war around you. While there will be definite goals in the missions, the player can also set his or her own priorities. You can choose to soften up enemy positions before your own tanks roll in, or you can try to interdict enemy sorties against your own forces. In the middle of the battle, you can even switch to another plane in the area. Once you've managed to wipe out the NATO tank column in your Su-25 Frogfoot you can take on enemy fighters in a MiG-29 Fulcrum C.

Lock On also offers the opportunity to scale the flight dynamics and instrumentation to suit both arcade and hardcore sim players. This is usually the part where I'm tempted to say, "Yeah, right," and decide to make fun of the game when it fails to please either of those crowds. But I'm still fighting that urge, hoping that Lock On will find that rare balance between how planes really fly and how we wish they flew.

– Steve Butts ■

Details ::

Publisher :: Ubi Soft

Developer :: The Figher Collection

Genre :: Simulation

Net Support :: Yes

Release :: February 2002

PC :: Preview

4x4 EVO 2

One thing's sure – it's got a lot more than the last one.

"A lot of the things, we reworked," says Producer John O'Keefe during a recent visit to show off 4x4 Evo 2, like the physics and collision systems, for instance. Vehicles will yaw and pitch even more as they bounce around the track, making them more challenging (haha) to control. Still, you'll eat it up when you see all that's been added.

There are "a lot more parts specific to each vehicle." In fact, there are "lots more customization options" all around. Each vehicle can have to up 100 different parts, each of which changes the performance, look and sound of your truck. As you collect parts through endorsements, discovery and purchase, you can begin to customize your vehicle until you've built "the biggest, baddest big truck" you can.

The game ships with over 70 vehicles (many with 2WD and 4WD variations) including the Jeep Wrangler and the Dodge Ram. Rich jerks who drive around San Francisco and take up two parking spaces can enjoy riding in the luxury of the Lexus LX470. In addition to the original 15 tracks the new game will feature 17 new tracks some of which are built just for exploring. The team is working on adding capture the flag, tag and treasure hunt multiplayer modes. A peer-to-peer transfer of the games 70-100kb maps is also being worked on.

– Steve Butts ■

Details ::

Publisher :: Gathering of Dev.

Developer :: Terminal Reality

Genre :: Racing

Net Support :: Yes

Release :: TBD

PC :: Review

STARTOPIA

Jump into a new galaxy of fun with Mucky Foot's great new space station sim.

You don't often see really wacky games with cartoonish character and looks that also turn out to be incredible games as well. Well, Mucky Foot managed to come up with just that with their wacky city-builder/economic-sim Startopia. Let me qualify that a little, because you aren't actually building a city but creating a functioning space station that several alien species will travel to over the course of the game. The station has to have all of the amenities including bathrooms, restaurants, entertainment, and security while functioning in different roles such as prison barge or trading station.

The artwork in the game is really incredible. A great cartoonish feel is mixed with some highly detailed textures to create a sort of weird high-tech goofball feel. Complementing the look is the outstanding audio portion of the game. The voice-overs for your advisor and a slimy back-street space merchant Arona are terrific. There is so much personality in their voices that you really end up looking forward to hearing from them again.

The gameplay doesn't fall short either, with an interface that anyone should be able to jump into and play in half a second. Especially when you add the very informative and helpful five optional tutorial missions. You may not even have to open up the manual if you're lucky. The game centers around your governing of a budding space station that is split into 16 sections that are split into three levels: the work level, the pleasure level, and the biodeck.

Throughout the missions in the game, you'll find yourself completing various tasks for the different alien species that wander through your station. In the early levels of the game, you'll get a job from the new alien species that you're being introduced to so you can get used to their personalities, likes, dislikes, and the rooms they work in. All of the tasks that are sent to you are interesting and will keep you on your toes. And if those aren't enough for you, both sandbox and multiplayer modes have been added as well.

In short, the game manages to fit a ton of different things into a ball of tightly knit fun with a bunch of characters to boot. I heartily recommend this piece of gaming with a big fat smile on my face. ***– Dan Adams, IGN PC*** ■

Details ::

Publisher :: Eidos Interactive
Developer :: Mucky Foot
Genre :: Strategy
Net Support :: Yes
Release Date :: June 20, 2001

Ratings ::

Presentation :: 8.0
Graphics :: 9.0
Sound :: 9.0
Gameplay :: 9.0
Lasting Appeal :: 9.0

Overall Score
9.0

Steven Horn

Better Than A Stick in the Eye ::

Well, well, it seems like George Lucas has finally decided to get into the DVD game. It's about time, George. It's somewhat disappointing, though, that the LucasFilm people have chosen their debut disc to be The Phantom Menace. I could tick off a whole list of LucasFilms I'd rather see on DVD first: The Empire Strikes Back, Return of the Jedi, Indiana Jones and the Last Crusade, Raiders of the Lost Ark, Star Wars. Hell, even Willow. But the date has finally been set: October 16, 2001.

In between your picnics, barbecues, pool parties, and summer romances with girls who should know better than to hang out with the likes of you, be sure to check out Snatch, The Die Hard Ultimate Collection, Unbreakable, and a special edition of Dogma – all releasing this month.

Currently enjoying: Commentary track from Pitch Black, Criterion Collection Rififi, all the extras on Close Encounters of the Third Kind.

Waiting to view: The Long Kiss Goodnight, Robotech, and Ken Burns' Baseball series.

Kill my grandma for: Early sneaks of The Godfather series or The Simpsons DVDs.

Enjoy your summer.

And Grandma, I wouldn't really kill you, but you don't need that big toe anymore, do ya?

For more reviews, previews, and all around debauchery visit **http://dvd.ign.com.**

FEATURE ::
The Real Mr. Burns

Feature Story ::

051 :: The Real Mr. Burns

Also in this section ::

053 :: Previews
054 :: Review

Preview :: Hannibal
Paging Dr. Lecter -- *Hannibal* DVD Details announced.

Review :: The Pledge
Jack Nicholson and Sean Penn create a classic psychological thriller.

Editor's Most Wanted ::

1 :: *The Godfather* series
2 :: *The Simpsons* series
3 :: Season Two of *The Sopranos*
4 :: *Dogma* Special Edition
5 :: A frickin' commentary track for Heat

Office Abuse ::

Los Angeles-based editor most likely to end up on COPS for stealing Ben and Jerry Cookie Dough pints from Walgreens.

FEATURE ::

The Real Mr. Burns

Why every DVD fan needs to know Ken Burns

by Steven Horn

> **"More Americans get their history from Ken Burns than any other source." – *Stephen Ambrose***

The Discovery ::

As much as I hate to admit it, Ken Burns first came to my attention as I was digging through the DVD collections at Best Buy looking for *The X-Files - The Complete Third Season.* Nestled between *The Alien Legacy* collection and a badly damaged *Rocky* collection, I came across the brilliant 10-disc collection on the history of jazz music from Ken Burns titled simply *Jazz: A Film by Ken Burns.* Who is this guy? How can you fill 10 DVDs full of jazz music and its origins? I was intrigued so I swallowed mightily and plunked down my $150.

The collection is absolutely amazing. It contains more than 500 different songs, each episode bringing you closer to jazz music. It is an exhaustive, immense, and thoroughly fascinating look into the origins of jazz and its ramifications. I won't get into any more detail. I then started wondering more about the film's creator and his additional work on award-winning films like *Baseball*, *The Civil War,* and even the *West.*

"If better use has ever been made of television, I have not seen it and do not expect to see better until Ken Burns turns his prodigious talents to his next project." –*George Will*

An Obsession With America ::

Ken Burns is obsessed with America. His main interest is the American character. Said Burns in an interview with Mark Gerzon, author of *A House Divided*: "I realized a few years ago that I was making the same film over and over again. Each of my films asks the same deceptively simple question: Who are we? Who are we Americans as a people? What does an investigation into the past tell us about who we have been, in order to have become who we are?"

His Career ::

Born in Brooklyn in 1953, Ken Burns begun his Hollywood career back in 1981 with a documentary on the Brooklyn Bridge entitled *Brooklyn Bridge*. The documentary was nominated for an Academy Award. Not a bad debut. From there, Burns went on to tackle *Huey Long*, Louisiana's controversial governor who was ultimately assassinated. Next up was a string of films and television movies on such subjects as *The Statue of Liberty, The Congress, Frank Lloyd Wright, Thomas Jefferson,* and *Lewis and Clark*. But his strongest works remain the uber-documentaries *Baseball, Jazz*, and *The Civil War*.

A Mark on our History ::

Burns is not just about assembling images and calling them a film. Much thought is given to each of his projects. I have since viewed *The Civil War* and was completely blown away by the accuracy and attention to detail. Says Burns of the Civil War itself: "So if one is searching for the soul of America – and I'm doing it and you're doing it in various ways – we're going to be led inevitably to a moment in the past which we decide was the defining moment for the country. The Civil War is the traumatic event in the childhood of the nation: distort as we might, disguise it as we so often do and ignore it, nevertheless it has powerful consequences for the present, not dissimilar from the death of my mother when I was young."

Here is a quick look at Ken Burns' films available on DVD. Both are priced at around $199 but could usually be found in the stores at about $150.

Baseball ::

I'm not a huge fan of baseball. In fact, I think it is probably one of the most boring sports out there. I have friends who will disown me for saying that but they don't subscribe to IGNinsider so I don't have to worry. To me, when I go to a game, it's all about the beer, the peanuts, and the skirts. Still, ▶

The Real Mr. Burns (cont.)

after having watched this love letter to the game by Burns, I find myself digging around town for Dodgers tickets.

The details:

- 10 DVDs, about 25 hours worth of content.
- 9 innings (chapters) of two hours each
- The Making of Baseball
- Charlie Rose interviews with Ken Burns and Bob Costas
- Major League Baseball stats all the way through the 1999 season with a brilliant menu
- A baseball timeline
- A 225 question interactive baseball quiz game. Play it before and then play it after to see if your score improves

Jazz: A Ken Burns Film ::

This one I've already raved about. I guess one of my only criticisms would be the lack of props to modern-day musicians who are taking jazz to the next level. People like Medeski Martin and Wood or even the evolution of some hip-hop into jazz arenas. That would have been perfect and brought it all together for me.

The details:

- 10 discs, close to 20 hours of content
- Documentary "Making of Jazz"
- More than 500 songs logically ordered in a playlist
- Louis Armstrong's "I Cover the Waterfront" performance exclusive
- Duke Ellington's "C Jam Blues" performance exclusive
- Miles Davis' "New Rhumba" performance exclusive

Give it a try ::

I know documentaries aren't always the most fun thing you can do with your DVD player. But these two flicks are simply amazing to watch on DVD because of their thoroughness and depth. Don't forget, *Walking With Dinosaurs* and *From the Earth to the Moon* are also documentaries and you loved those.

Coming soon: **IGN: A Ken Burns Film.**

– Steven Horn ■

EXTRAS ::

Other Notable Documentaries

More cool documentaries on DVD

If you're looking for something a little less time-consuming than the mammoth works of Ken Burns, there are a bunch of really interesting documentaries out on DVD that are worth at least a rental, if not a buy. Here's a couple to check out...

One Day in September

This Academy Award-winning documentary chronicles the events of September 5, 1972, when eight Palestinian terrorists killed two Israeli athletes and took nine others hostage at the Munich Olympics. For those of us who weren't alive at the time, it shows a day that many people around the world will never forget, using news footage intermixed with interviews, including one with the only surviving terrorist. The DVD doesn't have any special features, but the film tells a harrowing story that will stick with you longer than any features, leaving you wondering how in the world so many things can go wrong and why such terrible tragedies happen.

American Movie

If you're looking for something more humorous, or if you're a struggling filmmaker who thinks things couldn't get any worse for you, you'll want to check out *American Movie*. This documentary follows hapless amateur filmmaker Mark Borchardt as he strives for over 3 years to finish a 35-minute film called *Coven*. Alternately funny, disturbing, and bizarre, the film covers Borchardt's highs and lows as he attempts to make his film using relatives, slacker friends and numerous credit cards. The DVD's got a bunch of special features, the biggest one being the final version of *Coven*, something you'll definitely want to see, for curiosity's sake if nothing else, after viewing the documentary.

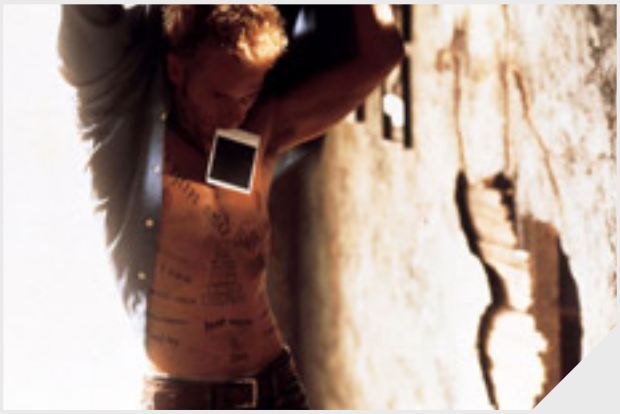
– Brian Zoromski ■

DVD :: Preview

MEMENTO ::

DVD TO SOON COMING IS *MEMENTO*

Excellent backwards-noir hits shelves on September 4.



First of all, if you missed *Memento* in the theaters, shame on you. There still may be time, however, if you live in certain big cities. If you live in one of those one-theater towns that only shows blockbusters, you're out of luck (and you might consider moving anyway). What you missed is easily one of the best and most provocative films of the year. Fear not, though – you can catch the film when it comes to DVD on September 4, 2001.

Guy Pearce kills as Leonard, an insurance investigator who can make no new memories after being injured while intervening in his wife's murder. He pieces his life and previous days together through the use of photographs, personal notes, and tattoos. He is on a mission to get his wife's killer but spirals into a web of intrigue as he meets two suspicious characters played brilliantly by Carrie-Anne Moss and Joe Pantoliano.

Oh, did I mention that the entire film's story line plays in reverse?

The DVD will contain:

- **Full anamorphic video and digitally-mastered audio**
- **Independent Film Channel interview with writer and director Christopher Nolan**
- **Filmographies**
- **A tattoo gallery (the main character is heavily tattooed with clues)**
- **Theatrical trailers and television spots**

Street Date is September 4 and suggested retail price is $24.98. ***– Steven Horn*** ■

DVD :: Preview

HANNIBAL ::

PAGING DR. LECTER

***Hannibal* DVD Details announced.**

Get out the barbecue sauce and a nice chianti…ugh, of course that's how most writers would begin a story about the upcoming DVD release of *Hannibal*. I have too much class and skill for that. Amateurs. Anyway, get out the barbecue sauce and a nice chianti as the delicious and horrifyingly vulgar *Hannibal* comes to DVD on August 21.

Julianne Moore stars as Clarice Starling in this follow-up to *Silence of the Lamb*s. Lecter, or Hannibal the Cannibal, has escaped and is living a life of relative ease in Italy. FBI Agent Starling is facing a possible firing for her role in a botched drug bust. This awakens Lecter's interest in her and thus begins another game of cat and mouse that made the first film so exciting. Also, much has been said of the grossness of the closing scene so we'll skip it here. For those of you who have seen the film, I'll bet you can't wait for the slo-mo action on that one.

The 2-Disc DVD set contains:

- **Widescreen anamorphic transfer, DTS version, Dolby Digital 5.1**
- **Full-length commentary by director Ridley Scott**
- **Theatrical Trailers**
- **35 minutes of previously deleted footage**
- **Breaking the Silence: five small featurettes on the making of the film**
- **Photo gallery**
- **Multi-angle featurettes**

Street Date is August 21 and suggested retail price is $29.98. ***– Steven Horn*** ■

DVD :: Review

THE PLEDGE

Jack Nicholson and Sean Penn create a classic psychological thriller.

The Movie ::

The Pledge was one of those blips in the US theatrical release schedule. Despite having being directed by Sean Penn and featuring some of Jack Nicholson's best work, this flick barely made a sound in the theaters. (Of course, when it screened at Cannes this year, people went gaga for it.) Too bad more people Stateside didn't see it because it is one of the more severely punishing psychological thrillers to come down the pike in years.

Jack Nicholson plays Jerry Black, a just-retired cop who during his last shift on the job gets involved – intimately involved – in a murder investigation. The alleged murderer is arrested but immediately commits suicide. Black knows something is not right so he begins his own investigation. Black's quest also leads him into the arms of a local diner waitress with an abusive husband and a little girl. So, can he live the life of a retired man with a young lover, or does he delve deeper into the ghastly crime that he pledged to solve?

Set among the stark mountainous beauty of Northern Nevada, *The Pledge* will inevitably draw comparisons to *Fargo*. Both films feature a lone figure investigating a ghastly crime, both are set in a stark wilderness, and both have completely jarring conclusions. If you are ready for a seriously hardcore psychological thriller that unravels like an onion, may we suggest *The Pledge*? **:: 8 out of 10**

The Video ::

With much of the film shot in snow, the color is always crisp and never washed out. There is one night scene with snow that is simply gorgeous and appropriately black. This film is presented in a widescreen format and has no edge jitters or flickers. **:: 9 out of 10**

The Audio ::

Dobly Surround 5.1 for both English and French. This is a quiet film. The score is constantly there and appropriately distant. The mix features fantastic separation and dispersal. All in all, a flawless sound execution. **:: 9 out of 10**

The Extras ::

Zip. Nada. Zilch. Ok, well there is a trailer and a cast list but only Jack Nicholson's information is filled in. It looks like this disc was interrupted in the middle of being created. Seriously. How cool would it be to have Jack Nicholson and Sean Penn kick back with some Scotch and smokes talking about the making of this film? Cool as hell. But, like the sour treatment this movie got in the U.S. theatrical market, the DVD also gets the shaft. Bleh. **:: 0 out of 10**

Total :: 6 out of 10

- Steven Horn ■

Details ::

Starring :: Jack Nicholson, Benecio Del Toro, Aaron Eckhart, Robin Wright Penn, Mickey Rourke, and Vanessa Redgrave

Director :: Sean Penn

Running Time :: 124 Minutes

Price :: $22.98

Rated :: R

Publisher :: Morgan Creek Pictures, Warner Bros.

Brian Linder

This Month in FilmForce ::

You gotta be kiddin'! It's freakin' July already?!? Craziness! It seems like the summer movie season just began, but it's really almost half-way over. This could have been the summer of all summers, but alas, Hollywood has failed us. Blockbuster after wannabe blockbuster has left me somewhat flaccid.

There were a few bright spots to the first half summer: *Shrek* made a bank, *The Mummy Returns* was pretty chill, and *A.I.* is blowing audiences away. But what's really left that can salvage this hit-and-miss movie season?

The big July 4th showdown pits *A.I.* (in its second week) against *Cats & Dogs* and *Scary Movie 2*. Then there's Jet Li's *Kiss the Dragon*. Later this month we'll get *Final Fantasy: The Spirits Within* – a great looking film with a hopefully great story, but I'm not holding my breath. The seemingly better-than-I-expected *Jurassic Park III* opens on the 18th, and Tim Burton's *Planet of the Apes* bows the last Friday of the month. Here's hoping for a kickin' July at the movies!

For more news, reviews, and previews, visit **http://filmforce.ign.com.**

Feature Story ::

056 :: Son of Summer Sequels Strike Back

Also In This Issue ::

058 :: Previews

Preview :: Kiss of the Dragon
It's Jet Li versus France!

Preview :: The Score
The preview takes no cheap shots at Marlon Brando's weight.

Editor's Most Wanted ::

1 :: Harry Potter
2 :: Star Wars: Episode II
3 :: Lord of the Rings: FOTR
4 :: Monsters, Inc.
5 :: Spider-Man

Office Abuse ::

Brian Linder's favorite thing about working from home is not having to shower

...or wear pants.

A closer look at some of the summer's most anticipated follow-ups

by Brian Linder

Originality. It's something that's less and less common in movies these days. The bean-counting studios seem afraid to take chances and are always searching for a "sure thing." This predominant state of mind has lead to a widespread case of sequel-itis.

The result: Films like *Dr. Dolittle 2*. It isn't a horrible movie, but why? Of course, some films are better suited to "sequelization" than others. *The Mummy Returns* was pretty cool, and there's already talk of a *Mummy 3*, in addition to the Scorpion King spin-off.

While these films are already in theaters, there are plenty of summer sequels still to come, so we thought we'd give you a round-up of what sequels you can expect to see in the coming months.

Release :: July 4, 2001
Starring :: Marlon Wayans, Anna Faris, Andy Richter, Shawn Wayans, Tori Spelling
Director :: Keenan Ivory Wayans
Writer :: Shawn Wayans and Marlon Wayans

SCARY MOVIE 2

What's it about? ::

The original was a raunch-fest that barely got an R rating from the MPAA. The raucous, penis-stabbing comedy was loosely based on *Scream*, but poked fun at other films like *The Sixth Sense*. The new film has some fun with the classics like *Poltergeist*, and *The Exorcist*, as well as the most frightening film I've seen in a long time, *Dude Where's My Car*?

The scariest thing about this sequel? Tori Spelling!

Why a sequel? ::

The first film's tagline was "No Mercy. No Shame. No Sequel." They lied. The original Scary has made $156 million to date and is the highest grossing film ever for Miramax/Dimension. Hungry for another blockbuster, the studio - and "the Wayanses" - put this one on the fast track.

What's the latest? ::

Screen legend Marlon Brando signed on to the film and was set to receive $2 million to cameo as a priest that performs an exorcism. Unfortunately for him, the veteran actor took ill and had to back out. Oscar-nominated actor James Woods (*Ghosts of Mississippi, Vampires*) was brought on to take his place.

Release :: July 18, 2001
Starring :: Sam Neill, William H. Macy, Tea Leoni, Michael Jeter
Director :: Joe Johnston
Writers :: Alexander Payne, Craig Rosenberg and Jim Taylor

JURASSIC PARK 3

What's it about? ::

This third installment of the Jurassic franchise reunites us with Dr. Alan Grant. Grant has been lured back into the live dino business by the promise of lots and lots of money. He knows better, but needs the money to continue his research. Paul and Amanda Kirby offer to pay Grant generously if he will fly them over the island and point out some dinosaurs. Unfortunately, the Kirbys aren't being totally honest about their intentions. They land and Grant soon learns that their young son has gone missing near the island. They've come to find him. The couple call frantically for their son, but something much bigger responds. The group panics and runs back to the plane. They manage to take off, but moments later the plan smashes into a giant Spinosaurus and crash lands on the island.

Why a sequel? ::

Of course there was gonna be a sequel! *The Lost World* wasn't nearly as good as the first film, but it still made a bank at the box office. This franchise isn't slowing down any time soon. Director Joe Johnston hints that Spielberg might be back for JP IV!

What's the latest? ::

We hear there's another original cast member returning for the third film in the series. Laura Dern has a brief scene where she's reunited with Sam Neill's character. Neill says that scene was his favorite part of the shoot. He explains, "I have some scenes with Laura Dern, who I hadn't worked with for...years. It was very nice being back with her again."

RUSH HOUR 2

What's it about? ::

Rush Hour 2 turns the fish-out-of-water story of the first film on its head, bringing detective James Carter to Hong Kong. Now it's Inspector Lee's turn to be the cultural guide. The U.S. Embassy is bombed, killing two officials. Lee and Carter take the case, which leads them to a counterfeiting ring led by a dangerous gangster, Ricky Tan. Tan had once partnered with Lee's father, and he was an accomplice in his death. For Lee, the case is personal.

Why a sequel? ::

The 1998 original made $141 million at the box office. It's New Line's second highest grosser, just behind *Austin Powers: The Spy Who Shagged Me*.

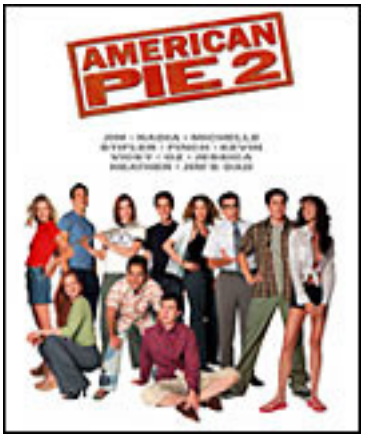
RUSH HOUR 2

Release :: July 3, 2001
Starring :: Jackie Chan, Chris Tucker, Chris Penn
Director :: Brett Ratner
Writer :: Jeff Nathanson

RUSH HOUR 2 (cont.)

What's the latest? ::

While filming, an obsessed fan walked up to Chan and punched him in the nose. Guards quickly apprehended the remarkably stupid attacker and Chan refrained from snapping his neck. When asked why he did it, the fan apologized, explaining that he thought Chan would block it. Chan didn't press charges and had the guards release the "fan." Word is he's going after Jet Li next!



Release :: July 10, 2001
Starring :: Jason Biggs, Tara Reid, Chris Klein, Seann William Scott
Director :: J.B. Rogers
Writer :: Adam Herz and David H. Steinberg

AMERICAN PIE 2

What's it about? ::

The East Great Falls High grads are back. They've all gone off to college, but are back in Michigan for the summer. The gang spends time catching up and of course gets involved in some outrageous situations.

Why a sequel? ::

While the original was pretty risqué, it was apparently missing one essential ingredient: girls making out with girls. Hence, a sequel! Yes, two of the ladies agree to give the boys a thrill but only after they see a little same sex smooching of their own.

What's the latest? ::

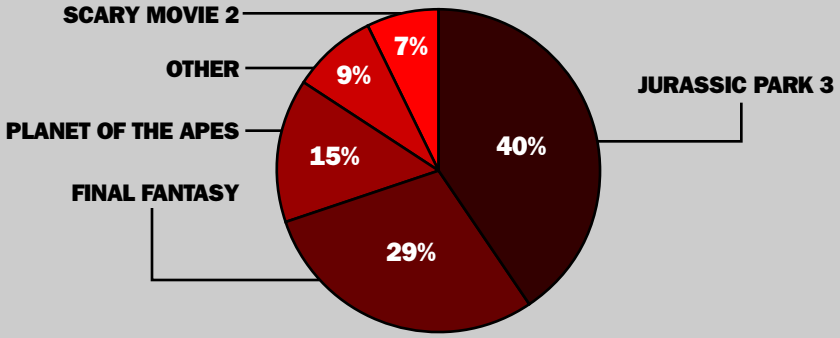
Jim discovers that Nadia is coming to Michigan to visit. He freaks, because he hasn't exactly become the stud-boy he had hoped to be after his prom night fling with Michelle. Nervous about pleasing the love of his life, Jim tries to gain some carnal knowledge by infiltrating the den of perversion itself...band camp.

-- Brian Linder, IGN FilmForce ■

FilmForce :: Extras

ONLINE POLL RESULTS ::

What big July release do you most want to see?



FilmForce :: Preview

KISS OF THE DRAGON ::

It's Jet Li versus France!

Friends, I'll be the first to admit that I'm not the world's biggest fan of martial arts action films. I appreciate them, but they just aren't my favorite kind of film to watch. That said, I'm not about to miss a film that teams martial arts action star Jet Li with visionary French filmmaker Luc Besson (*The Fifth Element, The Professional*). In *Kiss of the Dragon*, Li plays Liu Jiuan, China's top government agent. Liu is sent to Paris to help a police official carry out a sensitive, top-secret mission.

The mission goes horribly wrong when he is betrayed by the one he was sent to aid, and Liu falls into a deadly trap. Finding himself embroiled in a vast conspiracy, Liu is accused of a murder he didn't commit, and must evade authorities in unfamiliar surroundings. Desperate, Liu is thrown together with Jessica (Bridget Fonda), an American woman forced into prostitution. The two go up against the adversary who set this trap in motion, and Liu makes a promise to Jessica that could compromise his career -- and even his life.

I think Jet Li is an awesome talent, but we all know his last film, *Romeo Must Die*, wasn't up to par. Let's hope KOD is a big improvement. With Besson having penned the screenplay and produced the flick, it could rock pretty hard! ***– Brian Linder*** ■

Movie Info ::

Genre :: Action/Adv/Thriller
Rating :: R
Release :: 07/06/01
Starring :: Jet Li, Bridget Fonda
Director :: Chris Nahon

FilmForce :: Preview

THE SCORE ::

This preview takes no cheap shots at Marlon Brando's weight.

In *The Score*, Nick Wells (Robert De Niro) has had enough. A meticulous, thoroughly professional and highly successful international thief, Nick is ready to retire from crime. He'll settle down with his girlfriend Diane (Angela Bassett), and focus on running his legitimate business: a Montreal jazz club. But Max (Brando), his fence, friend and financial partner, has other plans for him.

Persuading Nick to violate two of his most important rules – always work alone and never operate in the city where you live – Max teams him up with Jackie Teller (Edward Norton). A young, aggressive and talented thief, Jackie needs Nick's safe-cracking talents to make his first big score: a prize worth millions locked behind the walls of Montreal's Customs House.

It's a volatile combination in which egos clash and sparks fly, but the thrill of the heist has a grip on all three men, who won't give up no matter the risk of capture...or betrayal.

If that story doesn't entice you then the sweet ensemble cast will! De Niro, Edward Norton, Angela Bassett, and Marlon Brandon. And if that still doesn't do it for then how about director Frank Oz? Yes, the man behind Yoda! *The Score* is Oz's eleventh directorial effort. His past hits include *The Dark Crystal*, *What About Bob?*, *Little Shop of Horrors*, *The Indian in the Cupboard*, and most recently *Bowfinger*. ***– Brian Linder*** ■

Movie Info ::

Genre :: Action and Drama
Rating :: R
Release :: 07/13/01
Starring :: Robert Diniro, Ed Norton
Director :: Frank Oz

Leah

This Month in For Men ::

All I can think about is the heat. Judging by what you'll read in this month's IGN Unplugged, it's all I can write about, too. Everyone around me is glistening and gleaming. Warm skin abounds, everywhere you go, smooth and shining and golden brown. Day blends so quickly and easily into evening in July. It's almost better to be out at night, when the air isn't insistent and blistering but instead wraps its warmth effortlessly around you. And when you feel soft bare skin bump into you wherever you go, why go inside?

I'll tell you why. Sure, summer's sexy, no doubt about it. But it's nowhere near as sexy as the July edition of IGN Unplugged. Sexy gear, sexy music, sexy advice, and sexy spewage from the sexy Spence. Damn we're a sexy bunch.

Anyway. Sometimes it's good to get out of the heat. Come on inside and take a rest. Apply some more sunscreen. Get a little cool air conditioning blowing, and chill out with a nice, cool bottle of IGN Unplugged. You know what you want, and we can help you get it.

For more Gear news, reviews, previews & more, visit http://formen.ign.com.

Feature Story ::

061 :: Hot! Hot! Hot!

Also In This Issue ::

062 :: Feature - Tele-Casting
063 :: Feature - MDLP Round-up
064 :: Feature - DJ Tips

Editor's Most Wanted ::

1 :: 1963 Comet convertible couple, dark green body, light green details

2 :: A big bag of hundred dollar bills

3 :: A worthwhile environmental policy

4 :: The perfect strappy high-heeled sandals (hey, I'm still a girl, right?)

5 :: A new stereo system with a turntable

Feature :: Tele-Casting
Spence D. goes fishing vicariously via the boob tube.

Office Abuse ::

Leah has a secret supply of Pocky For Men in her desk that she refuses to share with anyone but Sarah, 'cos she's a girl.

HOT! HOT! HOT!

It's summer, baby. Are you ready for the "dry" heat?

All I know is that it's 2 am, and I'm unable to sleep, feeling the heat, thinking about guys.

Get that mind out of the gutter. I mean I'm thinking about you guys! After all, I'm a girl (last time I checked), and if there's anything I've noticed, it's that people get way more uninhibited in the summertime. We all know it's the heat. All that sun, all that fun, and all that overheating. It goes to your head!

And you know what else the heat does? It makes clothes come off faster than you can say "Holy tube top!" Bodies that are hidden all winter suddenly find themselves in tank tops, shorts, and skirts. The hotter it gets, the less you want to wear. It feels so much better that way. And when you see a girl wearing a halter-top, what does it make you think of (besides boobs)? Soft, smooth skin, the kind that would be good to touch.

I'll let you in a little secret now. Girls like to touch soft skin too. In fact, we love it. Sure, we like guys for being guys, for having stronger, slightly rougher hands (but not too rough). But when a guy who's just a guy turns out to have surprisingly soft skin, it's such a bonus. It's a bonus we want to touch!

So it's time for Leah to get a little girly on you now, and fill you in on what you should do to get that skin that's been covered up all winter and spring looking good this month.

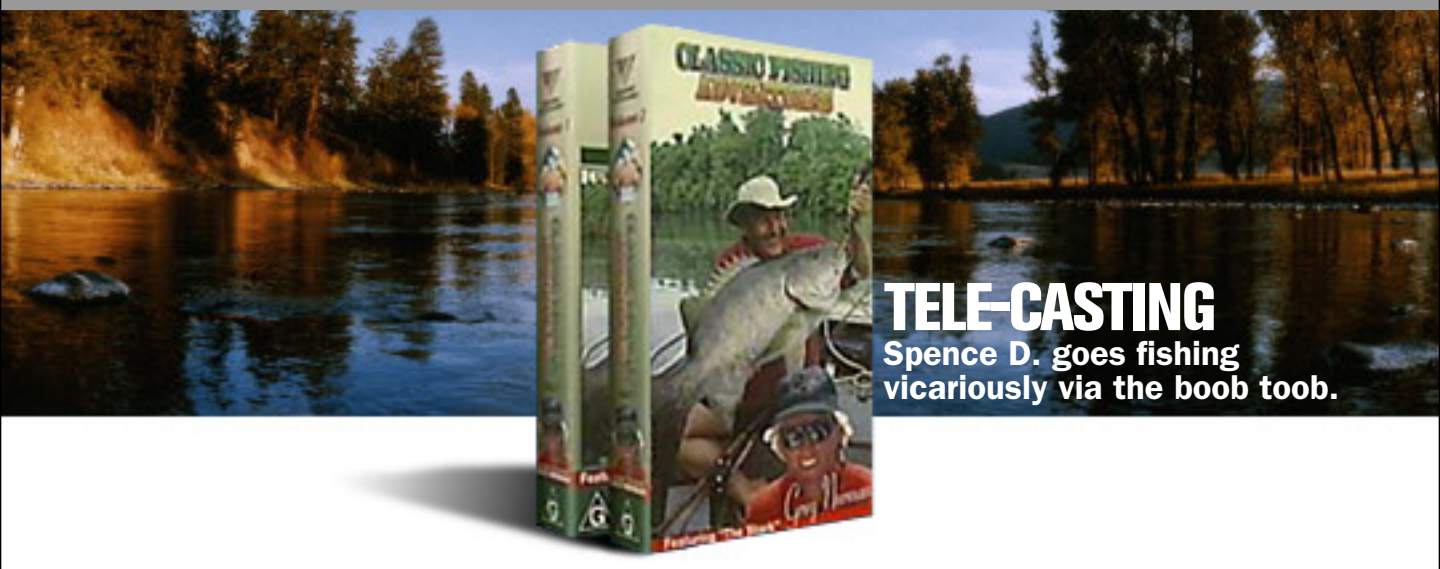
1. Drink tons of water! Your body needs hydration constantly, especially if you're spending a lot of time in the sun and/or drinking. Your skin needs moisture that comes from the inside as well as the out. Drinking more water will help the skin on your face too.

2. Lotion! I know, lotion sounds so, well, femme-y. Like you're really going to stand in the lotion aisle sniffing the bottles and testing which ones are too greasy. Right! But lotion doesn't have to be girly, you know. There are plenty that have good, clean scents that aren't floral and that don't scream "Oooh! I made myself all soft and luscious!"

Go on and sniff them. Bring a friend if you can. Or, if there's a girl in the aisle with you, say "This might sound really dumb, but can I ask for your help? I'm trying to find a lotion, and I want to find one that will smell okay on a guy. Can you give me your opinion?" Hey, you never know, maybe it'll lead somewhere!

3. Chapstick! Because as important as soft skin is, soft lips are even more important! Go for the cherry flavor, and then you can offer to share it with the girls.

Have a great summer! ***– Leah, IGN ForMen*** ■



TELE-CASTING

Spence D. goes fishing vicariously via the boob toob.

There's more to life than video games. Like bass fishing, for instance. I'm not saying that I'm a pro angler or anything of the sort. Hell, the closest I've ever come to snaggin' a trophy weight bass is that 18-pounder I reeled in on Sega's Bass Fishing.

Even though I'm not much of a fisherman, I totally remember those Old Milwaukee beer commercials where all the guys fishing hoisted cold ones while exclaiming, "It doesn't get any better than this!" That's pretty much what I did when I got sent the Sportfishing's Classic Catches fishing videos.

Fishing and beer drinking just seem to be two great activities that go great together – at least that's what those beer ads instilled in me at an impressionable age. Besides, sitting at home watching a bunch of other guys actually doing the fishing doesn't really compare to being out there reeling in that championship fish yourself. Thus a little amber nectar enhancement was definitely in order for added viewing pleasure.

With my libation sufficiently iced and the remote in hand, I hunkered down and got serious. The host of this particular tape was none other than Greg Norman, y'know, the championship golfer. His nickname is "The Shark," and all irony aside, he's a pretty damn good sport fisherman. There's footage of him catching a big-ass 900 lb Marlin. This footage is kinda cool thanks to the "Marlin Cam" which they placed underwater, so it whipped out in the boat's wake and captured the exact point of snaggage impact. You know David Letterman wishes he had a "Marlin Cam."

The rest of the vid flip-flopped between Norman and this crazy rotund pro fisherman named Jim Allen, as they dropped line in exotic and remote parts of Australia, New Zealand, Tasmania, Papua New Guinea, and a bunch of other top-notch fishing holes. It was like watching a video montage of the stories told by two old fishing coots sitting around the campfire with a bottle of moonshine (except this was sans campfire and moonshine). There were "monster" Black Bass, Alpine Brown Trout and this fish known as a Trevally. And the means of catch ranged from heavy-duty oceanic rod-n-reel to fly rods to spear fishing old school style.

I'm still not anywhere closer to becoming a pro fisherman, but by the end of the vid, not only was I a little buzzed from my Old Mils, but damn if I didn't have the fever for the flavor of fresh caught fish. Now I wish I had the dinero and vacation time to slip away to the land Down Under and while away my days procuring the catch of the day. Guess I'm just gonna have to stock up on beer and be content to rewind the vid and watch it again.

– Spence D., IGN ForMen ■

For Men :: Gear Review

MDLP ROUND-UP

MDLP stands for Mini Disc Long Play, a technology that lets you cram up to 320 minutes of music on one 80-minute MD. Of course the additional compression can result in a loss of fidelity. Luckily, you choose from the three record modes. The choice between quality and quantity is yours. These are the best of the best, and any one of these portables would make an excellent addition to your electronics collection.

MD-MT877
Sharp :: $310

Sharp finally churns out a domestic version of their popular Sharp MT-77. Complete with a recharging cradle, an oversized LCD, and a backlit remote, the feature-rich MT-77 is Sharp USA's flagship MDLP recorder. Pricey, but worth every penny.

MZ-R700
Sony :: $250

Sony USA's first portable MDLP recorder is a scaled down version of the top-of-the-line MZ-R900. Not only is it affordable, but you can also find it bundled with a PC link, which lets you transfer MP3s without a hitch.

AM-F90
Aiwa :: $280

And you thought it was a Sony MZ-R900... The AM-F90 is Aiwa's first MDLP portable. Despite the tricky name, the AM-F90 does *not* have an AM/FM tuner, a feature that MD makers abandoned long ago. A nice affordable device, the AM-F90 has all the basic MDLP features, a backlit remote, and even an alarm clock.

SJ-MR220
Panasonic :: $TBA

Straight out of Japan, the SJ-MR220 was announced just days ago. Nothing official about a domestic version thus far, but with Sony Sharp, and Aiwa packing the market you can expect Panasonic to keep up. Besides advanced titling capabilities, a large LCD, and a backlit remote, the SJ-MR220 is the smallest, thinnest, and lightest MDLP portable in the world. At least for now...

Honorable Mention ::
SONY MXD-D5C

Sony's newest home deck couples together a five-disc CD changer and an MDLP recorder. Add to this high-speed dubbing that lets you record at 4x and you have one hell of a stereo component. Outstanding sound quality and tons of features make the MXD-D5C a perfect addition to any MD user's A/V rig.

by Adam Douglas

FEATURE :: DJ Tips

Whether you're a struggling novice or seasoned pro, these DJ tips will help your sessions run more smoothly.

When you head out the door to do a DJ gig, I'll bet you've just got one thing on your mind: rockin' the crowd. And well you should. After all, that's why you were invited to play in the first place. You grab your records, check yourself in the mirror (there are going to be honeys watching), and fly out the door.

But wait, what'd you forget? A whole ton of stuff. Sure, you can get by with just your crate of twelves, but what if something comes up? There are so many things that can go wrong when you're DJing that it's best to be ready for anything. What follows is a list of ways you can be better prepared for the unexpected.

Records ::
- First up, bring more records than you think you'll need. You never know if you're going to end up playing a longer set, or an entirely different set depending on the crowd's reaction.
- Don't blow all of your anthems at once. There's a real tendency to do this when you see the crowd into it, but force yourself to pace.

Headphones ::
- Always bring your own headphones – always.
- Learn to mix in your headphones without a monitor. Not all clubs/bars/house parties/potting sheds have DJ monitors, and there's no way you're going to be able to pull off a mix from the house PA – that sound's already bounced off the back wall and come back.
- You can use your headphones as a microphone in a pinch. Just remember to turn down the treble and keep the volume low, or they'll feed back.

Needles ::
- Needles are sensitive things that break easily. Always have an extra pair on hand.
- If the sound on one turntable is futzing out, unscrew the cartridge, lick your finger, and wipe the moistness across the four nubbins on the back of the cart. When you rescrew the cart onto the tonearm, you should hear the full channel.
- If you're going to transport your turntables, remove the cartridges before travel.

Turntables ::
- If the turntables keep skipping, especially when you're trying to cue, try cranking down the tonearm weight or adjusting the anti-skating, and most importantly, make sure the turntables are level.

Mixer ::
- To avoid distortion in the low-end, mix with the EQ as well as the volume. Bringing the bass down on the current channel while mixing in a new record gives you room in the frequency band and keeps things from overloading.
- Set the amp louder and the mixer lower so you have room to grow.
- Likewise, set the mixer's main volume louder than the individual volumes.

Hopefully that gives you some things to think about as you dash out the door to your gig. Oh, and try to not get too dunk. Nobody likes it when you bump the tonearm with your hand and send the needle screeching across the record. Ouch.
– Adam Douglas, IGN ForMen ■

Sarah Kuhn

This Month in Sci-Fi ::

I stand before you a changed woman.

Prior to this writing, you see, I never understood the logic behind "variant" action figures. So it's the same figure with different color hair or pair of shoes. Bah. Who cares, right?

All of this changed, of course, when those crafty folks at Moore Action Collectibles started dropping variant Buffy figures. I mean, how can one pass up a Fiesta Giles? Or a vamped-out Spike? Or a cheerleader Cordelia? Or...Sigh. The answer is: one cannot. Especially if that one is me.

Which brings us to the subjects of July (this month) and sci-fi (this section). This month, you'll find us at San Diego Comic-Con, July 19-22. Watch for daily updates from the site, news and notes galore, and most importantly, watch for me combing the floor like a crazy person for stupid variant figures.

And don't worry – it's not like my addiction reaches so far as, say, the ten kazillion Britney Spearses.

But I will take a variant Willow with glowing eyes and Season 5 hairstyle, thank you very much.

For more Sci-Fi news and more, visit **http://scifi.ign.com.**

Feature Story ::

066 :: **Interview - RoboCop: PD Director, Julian Grant**

Also In This Issue ::

068 :: **Reviews - Anime DVDs**
069 :: **Reviews - Comics**

Review :: The Authority #23
Perhaps I'm old-fashioned, but I'm just not diggin' on this new Authority.

Review :: Robotech on DVD
It's been a long time in coming but it's finally here...

Editor's Most Wanted ::

1 :: DC *Bizarro Comics* hardcover

2 :: The *Buffy* vampire Spike variant figure

3 :: *Star Wars* Kubrick knock-offs

4 :: *Blue Monday* by Chunna Clugston-Major

5 :: *The Little Endless* Storybook

Office Abuse ::

Sarah Kuhn is known for her karaoke renditions of many an ABBA song.

by Chris Stewart

FEATURE ::

ROBOCOP RETURNS

More than a decade after the first flick, the street-wise cyborg tears up the small screen. Director Julian Grant takes us behind the scenes.

The timing was just about perfect. The RoboCop television rights were about to expire and the current owner of the rights wanted to produce something before they lapsed. Meanwhile, Julian Grant, a confessed RoboCop fan was continually crossing paths with writers Joe O'Brien and Brad Abraham, two other confessed RoboCop fans.

So when Fireworks Entertainment, the aforementioned holder of RoboCop television rights, asked Grant to find a RoboCop project, it all fell into place.

Nearly three months of shooting later, *RoboCop: Prime Directives* was born in a blaze of blanks, squibs, and massive explosions. The continuing saga of Alex Murphy was shot as a series of four two-hour movies set ten years after the original movies. And now, the whole shebang is set to air on the Sci-Fi Channel, starting July 16.

Each chapter dovetails into the next, each cliffhanger getting greater, finally leading up to the big finish. But this isn't the simple good-cop/bad-guys movie formula. Throughout the series, the list of bad guys is in constant flux. Adding to the drama is that Murphy's son James, now all grown up, has joined the ranks of Omni Consumer Products. Worse still, at 10 years old, RoboCop is showing a lot of wear and tear. When OCP decides to replace him, things get tense. On top of that there's evil computers, a killer virus, and cyberpunk-augmented babes right out of a Gibson fantasy.

Relaxing after pulling double duty as both director and producer, Julian Grant took a moment to chat with us about Robo's triumphant return.

IGN Sci-Fi: Doing another *RoboCop* 13 years after the original, you have a wide demographic of fans. How do you appeal to all of them? Or is this solely for the old school fans?

Grant: We, being Brad, Joe and I, were adamant that the old school fans have something to cling to. We were disappointed with all onscreen adaptations, as they lacked the biting, sardonic wit of the first picture. So, we used the tone of the first picture, ignored everything else, and constructed our own sequence of events a decade after the first affair. We knew, though, due to the time delay between the first film and our stories, that a new generation of audience was out there that had little or no knowledge of Alex Murphy. So, it became essential that we understood who Alex Murphy was and his relationship to the world prior to his cyborg re-birth.

IGN Sci-Fi: With three movies, a television series, comics, you'd think just about everything about the character has been tapped out. So why choose to do RoboCop?

Grant: Robo is an icon, a unique stand-alone version of the American frontier justice mythology. In short, he's a western archetype and it was a chance to work with Gary Cooper, Clint Eastwood and Franco Nero all rolled into one. I'm a big fan of the western, and it amazed me that the other filmmakers who had approached the Alex Murphy character hadn't keyed into this. Brad and Joe got it straight away.

IGN Sci-Fi: Speaking of Brad and Joe, why choose two young, relatively new writers to handle a property as big as RoboCop?

Grant: They have been in training for this all their lives. We met in '95 when I was head of production for an independent company here in Toronto. They both continued to write spec after spec after spec and would show me their work, the movies they would shoot in their free time and inundate me with their ideas on films, TV, and popular culture. When I took on *Robo: PD*, I knew they were ready, able and hungry. As fans and cyber-culture enthusiasts, we make a good team. Our frames of reference are across the cinematic map and it's great to work with people where we can discuss Hong Kong cinema, the influence of German expressionism, Italian giallo flicks and the importance of Morricone, Elfman and Williams to the cinematic experience – without having to go through the primer of, "He's the guy that..."

IGN Sci-Fi: A lot of people who saw the original movie think of Peter Weller and RoboCop synonymously. Was it difficult to choose a new Alex Murphy?

Grant: Weller was in the first two. [Robert John] Burke the third. Richard Eden has spent more time in the suit than anybody...and none of them got the fact that it was about the man inside the machine. Weller has gone on record as

saying what a hard time it was for him. Burke was just plain wrong. Both Eden and Weller are more interested in themselves than the story, so I cast Page Fletcher.

IGN Sci-Fi: How did Fletcher get the part?

Grant: He had originally been offered the TV role and when we met, he got the fact that we were making an epic, that the suit was a bitch, and that he was going to humanize our Murphy. And he does so brilliantly. It is ultimately all in the eyes, and Fletcher is a consummate professional who did the job with a minimum of fuss and nailed it.

IGN Sci-Fi: With Kevin Smith still at large in Hollywood and movies like M. Night Shyamalan's *Unbreakable* popping up, it's obvious a whole generation of fans are moving into the entertainment industry. Is *RoboCop: PD* a geek labor of love?

Grant: We are all industry professionals with a host of completed films to our credits. This project was the closest I've ever come to the dark and dangerous stories I would like to tell. I grew up on Famous Monsters of Filmland, comics, cartoons and cinema. So have my contemporaries. All of that influences us.

The fans that are paying attention will see all of the things that have influenced us over the years. Check out the Medianets. Record them. Play them back in slo-mo. Watch out for Exploitation Net. Read more Frank Miller and Alan Moore material.

IGN Sci-Fi: Will we see more *RoboCop* from Fireworks?

Grant: It's up to Fireworks to decide. We've done our stint and would relish the opportunity to tell more stories. I have a great Robo-meets-*Braveheart* treatment -- *Robocorps* -- that would be fun to make.

IGN Sci-Fi: Better yet, what would you do if you had a make-a-movie-for-free card?

Grant: My movie for free card would be *Captain Scarlet*, based on the Gerry Anderson show from years ago.

An industry professional to be sure, but that was a geek answer and we love it. ***Robocop: Prime Directives*** *airs July 16-19 on Sci-Fi Channel at 9 pm.* ***– Chris Stewart*** ■

FEATURE ::

JULY ON THE BOOB BOX

RoboCop: Prime Directives isn't the only new thing gracing that beautiful glowing box this month. Turn up the air conditioning, grab yourself some Jell-O, and check out these sizzlin' sci-fi picks.

Witchblade, Tuesdays

Jonesing for a tough action chick on Tuesday nights to soothe your Buffy cravings? Babely Top Cow creation Sara Pezzini (Yancy Butler) may just fit the bill. Based on the comic book gal with the pesky gauntlet, she's a butt-kicking cop with a surfer-boy partner and a way with motorcycles. The series airs at 9 p.m. on TNT.

Twilight Zone Marathon, July 4

Who cares about fireworks and family barbecues? The real action is on the tube on this oh-so-patriotic day, in the form of a special Sci-Fi Channel Chain Reaction of one of the best genre series of all time. Hopefully, they'll show our favorite William Shatner-and-plane-creature episode that is a must-see for all Captain Kirk junkies.

Night Visions, premieres July 12

The much-ballyhooed, much-delayed anthology series finale gets its day on Fox, premiering at 9 p.m. Hosted by Henry Rollins (yes, that Henry Rollins), the show also boasts such guest stars as Aidan Quinn, Natasha Lyonne and Luke Perry (yes, that Luke Perry).

Lexx Season 3, premieres July 13

The Lexx-citing new season of this wacked, Sci-Fi Channel staple has the bumbling crew landing on the little blue planet most of us call home (that's Earth, Einstein). Watch for trailer parks, women's prisons, and a Survivor-meets-Temptation-Island-style contest where nine studly guys compete for a night with Xev. Showtime's at 10 p.m.

The Chronicle, premieres July 14

Get this – Sci-Fi Channel's brand-spankin' new series features a Pig Boy. The character (played by Curtis Armstrong) sports a little snout and everything. Oh, and the show is about the exploits of the staff of a freaky tabloid. Hence the Pig Boy. Watch him starting at 9 p.m.

The Mists of Avalon, July 15-16

Marion Zimmer Bradley's wildly popular re-telling of the Arthurian legend gets the epic miniseries treatment from TNT, with a top-notch cast and plenty of gorgeous costumes. Julianna Margulies of ER fame takes center stage as Morgaine, while Anjelica Huston, Joan Allen and Samantha Mathis back her up. Both parts bow at 8 p.m.

– Sarah Kuhn ■

Sci-Fi :: Review

ROBOTECH ON DVD ::

Title :: Robotech -- The Macross Saga: First Contact
Distributor :: AD Vision
Format :: DVD
Retail Price :: $15
Release :: June 19, 2001
Length :: 150 minutes

It's been a long time in coming but it's finally here and we can prove it – we have the first Robotech DVD in our hot little hands.

Robotech, for those of you who don't know, is a little more American than most Japanese anime. What I mean by that is that it isn't really a direct translation of a Japanese series, but was instead created by a man named Carl Macek at a company called Harmony Gold. Macek licensed three existing Japanese series (Macross, Southern Cross, and Mospeada) to get a hold of the animation, then created his own dialogue, hired his own voice actors, and edited the animation differently to create a cartoon that would fit into U.S. television formats of the time.

And while that might sound like sacrilege nowadays – when Japanese anime can be found at every other mall in the country – back in the day, there was virtually no Japanese animation in the United States, and by bringing Robotech to U.S. television, Macek did animation in this country a huge favor by helping to win for it a huge following. For many of us, Robotech was our first non-Western cartoon. And now that it's coming to DVD, you can relive those magic moments, one silver disc at a time.

This DVD doesn't have any extras, only a bare-bones menu screen. Apparently all that's being saved for the special edition DVD release, coming out at the same time but including an audio commentary by Carl Macek, production sketches, and Codename: Robotech.

Considering the age of the source material, it's a pretty decent-looking transfer. Of course, this is not as elaborate a project as what Animeigo is doing restoring SDF Macross (one of the cartoons Robotech takes its animation from), but it doesn't have to be.

The audio here is crisp and clean with lots of explosions and clear, distinct voices. Of course, these are the original U.S. voices -- there never was a Japanese version of Robotech, remember.

Hey, it's Robotech. It's on DVD. It's only $15. What more do you want?

4 out of 5 ***– Jason Bates*** ■

Sci-Fi :: Review

:: SORCERER HUNTERS

Title :: Sorcerer Hunters Vol 2: Magical Desires
Distributor :: ADV
Format :: DVD
Retail Price :: $30
Release :: July 31, 2001
Length :: 165 minutes

The Spooner Continent is a land where sorcerers rule with an iron fist and normal humans live like peasants. The world is divided into two groups -- those who have magical power, and those who do not. The ones with the magic are in charge, and more often than not, they prove to be tyrannical rulers who treat humans like slaves or pets. To combat this oppression, a legendary group of fighters was assembled, called the Sorcerer Hunters.

This DVD contains seven more episodes of the Sorcerer Hunters saga. There are more of the same, goofy-type of adventures similar to the first DVD, but at last there are hints of some actual plot thanks to some brief flashbacks and the introduction of Zaha Torte, a major villain. We catch glimpses of Carrot's childhood, and are allowed to see that there is a larger threat to the Spooner Continent that these Sorcerer Hunters are fighting against. Gateau gets an episode that focuses a little bit on his past, also. Of course, 90% of this disc is the same sort of "evil sorcerer of the episode" type of thing, but the episodic adventures are entertaining as always and there are a few exceptions to the formula. I kind of wish that there would be more direct PLOT episodes, but if they must include filler, at least it is good filler.

Another complaint I had about the first DVD was the episode selection menu. Previously, the episodes were arranged in a circle, with their episode names and a picture representing each one. I found this a very confusing layout. If I hadn't already seen the series before watching that DVD, I would not have known where to start. This time they improved that menu a bit by placing the episode numbers in each picture, so you know where to start. Yay!

The entertaining story and many DVD improvements over volume one make this disc worth picking up!

3 out of 5 ***-- Emily Snodgrass*** ■

Sci-Fi :: Review

BLACK PANTHER #33 ::

Everything wrong is right again.

Writer ::
Priest
Artist ::
Sal Velluto

The Man Ape is back in this issue. He's captured the Dora Milaje and the king's stepmother and is keeping them in the crystal forest to the north. Apparently, the Dora Milaje is a hot commodity. Man Ape, who claims to be the rightful leader of Wakanda, needs to make her his bride in order to put the correct queen by his side. Meanwhile, Dakota North and Monica are trying to track down Malice, who's on her usual killing spree of anyone who's near and dear to T'Challa. Panther is playing along with her, fooling the biddy into believing he's in love with her just to protect those closest to him. Of course, as the Panther is a good and decent man, the whole attack on Okoye that happened last ish was all a set-up for Malice's sake.

Every three issues or so, Priest takes all of the confusing threads he's been weaving and ties them off nicely. Little mysteries that pop up get explained, relationships are hashed out and ultimately, things get solved. This is the case with issue #33. The Malice situation is resolved to some degree, the Dora Milaje make sense (finally) and the multitude of female characters are beginning to distinguish themselves.

On a sort of unrelated note, the trade paperback "The Client" has just been released. For any Priest fan, this is a must-have. I would also recommend it to anyone trying to get into the Panther. BP can be dense at times, but reading Priest's run from the beginning is mega-helpful.

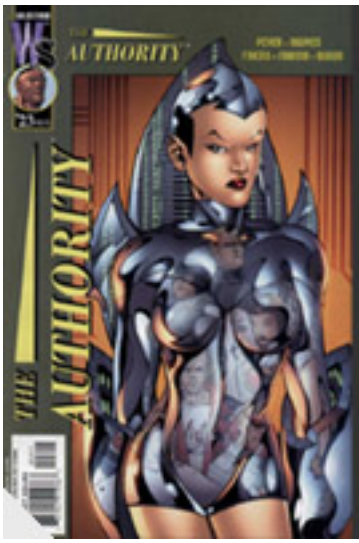
Rating: BUY IT!

-- Chris Carle ■

Sci-Fi :: Review

:: THE AUTHORITY #23

The new order.



Writer ::
Tom Peyer
Penciler ::
Dustin Nguyen
Inkers ::
Richard Friend,
Jason Martin

Perhaps I'm old-fashioned, but I'm just not diggin' on this new Authority. The old Authority was comprised largely of bastards and smart-mouths, but at least they were bastards and smart-mouths with a common cause and some semblance of a heart. This new team, save for sassy Rush and weepy Teuton, just seems like a bunch of 'tude-laced bullies.

Led by The Colonel (Jenny Sparks by way of Spider Jerusalem), the team finds a mass of refugees in The Carrier. Most of them are dead, and Colonel orders them tossed overboard. And then the team settle in to watch themselves featured on a snickery news special while Teuton bawls like a baby. Eh?

I suppose this new regime is provocative, to say the least, but I still don't understand the logic behind kicking flawed-but-likable-in-spite-of-themselves characters to the curb and replacing them with a gang of unsympathetic brats. I can only hope that the next few issues of the book make clear whatever grand master plan is at work here.

Rating: BORROW IT!

-- Sarah Kuhn ■

Chris Carle

This Month in Codes ::

Four broken thumbs, a dozen calluses apiece and near blindness is all we have to show for the past month. You could call the editors of IGN Guides and Codes afflicted. Afflicted with a love of gaming so intense that we couldn't pry our fingers from our brand new Game Boy Advances. The thrill of handheld Hawk was too tempting, the allure of a new Castlevania adventure too intense, the draw of Dodge Ball Advance too inviting. Luckily, we managed to use our battle-weary hands to report on some great codes for these games.

GBA aside, the PlayStation 2 had a couple of stellar releases recently as well. First, there is the diabolically delicious Twisted Metal: Black, hands-down the best car combat game ever made. IGNPS2 gave the game a 9.6, and for one shining moment we didn't think Doug was crazy. You'll find an evil list of TMB codes in the pages within.

Then there's pure basketball goodness in the form of NBA Street. EA Big has come through again with another stellar effort, and we've got you covered with an Unplugged mini-guide. Find all the trick combos, cheat information and City Circuit tips here. Whew! It's been a tough month. But with enough Code Red and string cheese, we just might make it.

For more codes, guides, hookers & more, visit **http://codes.ign.com.**

The Codes ::

Twisted Metal: Black (PS2)
Dark Cloud (PS2)
Tony Hawk 2 (GBA)
F-Zero (GBA)

Featured Guide ::

077 :: NBA Street Guide
Where else but in NBA Street can you take Michael Jordan with an eight-foot-tall Yeti?

Codes :: Twisted Metal: Black
Unlock levels, infinite ammo, invincibility, one hit kills and more.

Codes :: Tony Hawk 2
Spider-Man, maximum money, unlock levels and more.

Editor's Most Wanted ::

1 :: NCAA Football 2002 (PS2)
2 :: Rugby 2002 (PS2)
3 :: Rune (PS2)
4 :: Maximo (PS2)
5 :: Dark Summit (Xbox)

Office Abuse ::

Chris' three-letter arcade handle is simply SXO.

Twisted Metal: Black (PS2)

Convert Weapons into Health
Here's a handy code that you can use to refill your health whenever you have some weapons picked up.
During the game, hold down all four shoulder buttons, then press TRIANGLE, X, SQUARE, and finally CIRCLE.
Your weapons will vanish and you're health will fill up a little.

Infinite Ammo
To have unlimited ammunition for your ride, press and hold the shoulder buttons (R1, R2, L1, L2) then press UP, X, LEFT, CIRCLE.

Invincibility
As with all invincibility codes, this has serious potential to ruin gameplay. Please do not use this code and then say that Twisted Metal: Black was too easy, or too short or lame, because if you do that, you are a whiny-ass titty baby. Sermon over. Here's the code:
During gameplay (yes, this includes story mode), press and hold all four shoulder buttons, then press RIGHT, LEFT, DOWN, UP.
submitted by IGN Codes

Mega Machine Guns
To enable the Mega Machine Guns feature, press and hold all four shoulder buttons (R1, R2, L1, L2) and press X, X, then TRIANGLE.

One Hit Kills
During gameplay, press and hold L1 + R1 + L2 + R2 and quickly press X twice, and Up during game play. At the top of the screen a message will confirm you've done it right.
submitted by Douglass C. Perry

Open Elevators Level
Go the Highway Loop Level and kill off about six to seven of the combatants. Drive to the raised, broken bridge (with the two health pick-ups and another pick-up in between), and find what looks like a power plant, directly off the road. There are about two to three giant steel balls there. Shoot the one closest to the bridge with a Gas Can (the projectiles don't work well for this), and it will break off and start rolling. Make sure to stay clear of its path, or you'll be squashed. Follow the ball and when it crashed through a wall, follow into the newly opened area and find the Black Cube inside. Health and weapon pick-ups are also inside.
submitted by Douglass C. Perry

Unlock Axel
After beating the first level, choose the Freeway level, not Suburbs. (And it's not the Highway Loop level we're talking about.) Drive to the middle of the level, where an entrance to the construction lot and a Repair Station are located. Of the two cranes located here, focus on the left one. Center your vehicle in the middle of the construction site and use the middle ridge to aim any kind of missile toward the orange control box near the center of the crane. Locate your vehicle about half way up the ledge for the perfect shot. Doing this takes time, and enemies are sure to throw a barrage of projectiles at you, so it's wise to beat down several of them before trying this.
submitted by Douglass C. Perry

Twisted Metal: Black (PS2) cont.

Unlock God Mode
During gameplay, press and hold L1 + R1 + L2 + R2 and rapidly press Up, X, Left, Circle while playing. You will see a message at the top of the screen that reads "God Mode On," confirming you did it right.
submitted by Doug Perry

Unlock Manslaughter
Manslaughter, the giant dump-truck driven by Black, is located in the Prison Passage level. Down on the docks to the starboard side of the landed ship is a stack of crates with a health power-up on them. Shoot the crates to blast open a ramp to the health, and then shoot at the ship's hull just above where the crates are stacked against it. A panel will open, and you can drive into a room inside the ship where Manslaughter is located. As per usual, destroy the control panel to unlock the new car.
submitted by DFS

Unlock Minion
To unlock the bad-ass truck Minion, beat the Story Mode with every character.

Unlock Warthog
In the Suburbia level, head up to the carnival area. At the gate, take a left and head toward the smoke that appears just over the ridge. Aim your vehicle for that, speeding up and ramping off the angled dirt ridge here. You'll land on a building below with a large hole in its roof. Go inside and look for a control panel in the corner. Shoot it to unlock Warthog.
submitted by IGN Codes

Unlock Yellow Jacket
In the first level, Zorko Brothers Scrap Salvage, you can see an airplane circling around again and again. Use a homing missile and shoot it down with any kind of tracking missile, preferably homing missile. It's best to lead the missile to the plane, rather than to shoot after it, otherwise the missile will blow up before it hits the plane. Go to the wall near the giant magnetic slammer and shoot from there. Once that's done, drive down to the lower section of the level. The plane has crashed and you can drive in it. Go to the end, find the console and shoot it with machine gun fire. After about four seconds, you will see Yellow Jacket's car lower down.
submitted by Douglass C. Perry

Dark Cloud (PS2)

Gem Attachments List
Looking for a quick and dirty listing of what the different gem attachments do for your weapons? Here it is:

- Amethyst: +10 Ice, +10 Dinosaurs, +10 Mages
- Aquamarine: +10 Ice, +10 Flyers, +10 Marine
- Diamond: +10 Metal, +5 to all other anti-enemy stats
- Emerald: +10 Magic, +10 Dinosaurs, +10 Plants
- Garnet: +5 Attack, +10 Fire, +10 Stone, +10 Flyers
- Opal: +10 Endurance, +10 Metal, +10 Mages
- Pearl: +10 Endurance, +10 Thunder, +10 Undead
- Peridot: +5 Attack, +10 Holy, +10 Plants, +10 Beasts
- Ruby: +10 Speed, +10 Fire, +10 Mimics
- Sapphire: +10 Magic, +10 Wind, +10 Flyers
- Topaz: +5 Attack, + 10 Undead, +10 Flyers
- Turquoise: +10 Ice, +10 Stone, +10 Mimics

Dark Cloud (PS2) cont.

Tip: Defeating the Ice Queen Boss
To easily defeat the Ice Queen Boss in the Shipwreck dungeon, make sure you have fifteen Fire Gems (buy them at Joker's house). Toss them one at a time at the Ice Queen to defeat her. Using this method, you can take her down using only one character.
submitted by IGN Codes

Tip: Weapon Level-Up
If you're into upgrading your weapons and creating Synth Spheres, here's a helpful tip that lets you quickly raise low-level weapons to Level 5 so that you can Limit Break them in a sphere. The problem is of course that fighting tougher enemies with a low-level weapon not only requires you to repair it frequently, but it also takes a long time to defeat the enemy. But why fight with the lower level weapon? Simply pick your most powerful weapon, and quickly defeat the enemy. Now, before the slain enemy vanishes, switch to the weapon you want to upgrade. Since there is a small delay before the WHP for the defeated enemy is added, you can easily build up lesser weapons that aren't suited for the enemies you're fighting – so that you can turn them into spheres and add their powers to your favorite weapon.
submitted by PS

Tony Hawk's Pro Skater 2 (GBA)

Unlock Spider-Man
To unlock Spider-Man as a playable character, enter the following button presses at the main menu or while paused during gameplay.
Press and hold R, then press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START.
submitted by lukeybaby46

All Levels Unlocked and Maximum Money
To unlock all of the levels in the game and max out your money, enter the following button presses at the main menu or while paused during gameplay.
Press and hold R, then press B, A, LEFT, DOWN, B, LEFT, UP, B, UP, LEFT, LEFT.
submitted by lukeybaby46

Happy Face Blood
To unlock Happy Blood, enter the following button presses at the main menu or while paused during gameplay.
Press and hold R, then press START, A, DOWN, B, A, LEFT, LEFT, A, DOWN.
Now, each time your rider bails hard, a bunch of happy faces will emerge from the wound. Now it doesn't feel so bad...
submitted by mr_bball23

Set Time to Zero
To set the time to zero, enter the following button presses at the main menu or while paused during gameplay.
Press and hold R, then press LEFT, UP, START, UP, RIGHT.
submitted by mr_bball23

Tony Hawk's Pro Skater 2 (GBA) cont.

Turn Off the Blood!
To clean up the game and turn off the red, red krovvy, enter the following button presses at the main menu or while paused during gameplay.
Press and hold R, then press B, LEFT, UP, DOWN, LEFT, START, START.
submitted by lukeybaby46

Unlock All Levels
To unlock all of the levels in the game, enter the following button presses at the main menu or while paused during gameplay.
Press and hold R, then press A, START, A, RIGHT, UP, UP, DOWN, DOWN, UP, UP, DOWN.
submitted by mr_bball23

Unlock Cheats
To unlock all of the Cheats in the Cheat menu (in the Options screen), enter the following button presses at the main menu or while paused during gameplay.
Press and hold R, then press B, A, DOWN, A, START, START, B, A, RIGHT, B, RIGHT, A, UP, LEFT.
The following cheats will now be available: Perfect Balance, Always Special, Stud Mode, Sim Mode, Moon Physics, and Always Zoom.
submitted by mr_bball23

Unlock Disco Zoom
To unlock the crazy disco zoom feature (which makes your game look like an episode of Laugh-In), enter the following button presses at the main menu or while paused during gameplay.
Press and hold R, then press LEFT, A, START, A, RIGHT, START, RIGHT, UP, START.
submitted by mr_bball23

F-Zero (GBA)

Unlock Sly Joker
To unlock a fifth car, the Sly Joker, beat the Pawn, Knight and Bishop series on Standard difficulty.
submitted by IGN GBA Monkeys

Unlock Stingray
To unlock the second hidden car, the excellent Stingray, you have to beat all Pawn, Knight and Bishop tracks on Expert difficulty. Good luck. You'll need it.
submitted by IGN GBA Monkeys

Unlock Silver Thunder
To unlock the super-fast but a little less stable Silver Thunder car, you need to complete the Queen Series.
submitted by IGN GBA Monkeys

F-Zero (GBA) cont.

Unlock Falcon MK-II
You thought that was it, eh? Nope, here's yet another cool hidden F-Zero racer: the Falcon MK-II. To get it, you need to beat the Pawn, Knight, Bishop AND Queen series on Expert difficulty.
submitted by IGN GBA Monkeys

Unlock Fighting Comet
And just when you thought they'd run out of cars – here comes the Fighting Comet. But you need to work to unlock it. Beat every series on the Master Class difficulty.

Unlock Jet Vermillion
Here's the ultimate F-Zero racer. Jet Vermilion is insanely fast when you're boosting and has the strongest body out of all of the machines – but it's so hard to get, most gamers will give up and run away in horror. You have to actually complete each racing series on Master difficulty with each machine (chess icons next to the track selection screen show you which series you have already beaten with the respective racer). If that sounds too difficult, you can also unlock Vermilion by completing the championship 255 times. Which one sounds more appealing? Good luck.

Unlock the Queen Series
Like the Stingray car, the Queen Series (with five additional courses set on Crater Land, East Ten Side, Laputan Colony, and two tracks on Fire Field) is unlocked by beating all Pawn, Knight and Bishop tracks on Expert difficulty.

Ranking Password
Nintendo has designed F-Zero with tournament play in mind. Since you can't upload your best times or take screenshots, the game features a built-in ranking password system. To obtain an encrypted password for your best track times, select Course Ranking from the main menu, then select your name and the track you would like to get a password for. Now hold the L-Button and press up, right, right, B, left, B, A. Your tournament entry password will now appear at the top of the screen and you can write it down. Nintendo uses passwords like these to let you enter into official tournaments, so keep an eye out for them.

Unlock Championship Mode
Not to be confused with the standard Grand Prix Mode, Championship is a hidden option that lets you race a Time Attack challenge against a ghost car on a special Synobazz track. The mode also offers the ability to see a replay of the winning run, complete with button commands display. To unlock it, register your name in the rankings of every race in every series.
submitted by IGN GBA Monkeys

Unlock Master Difficulty
To open up the hidden Master difficult level (in addition to (Beginner, Standard and Expert), you have to first beat a series' Expert difficulty level in the Grand Prix Mode. Note that this will unlock the Master setting only for that series. You still have to beat the Expert setting on the other cups as well to get access to all the Master classes.
submitted by IGN GBA Monkeys

F-Zero (GBA) cont.

Expert Technique 1: Rocket Start
F-Zero's quick start is a bit different from most Nintendo racers – so forget about trying to hit the A-Button when the lights turn green. To get the fastest start possible, hold down your accelerator prior to the start and rev the engine to the point where your fuselage(s) begin to light up. Now listen to the engine sound. You want it to be in the mid-range, not the high-pitched sound that occurs when you continue to hold down the accelerator. If the engine is in the mid-range when the race starts, you will get a fast start that propels you in front of the pack. If you rev the engine too high, you will also boost ahead – but then lose power and slow down for a few seconds.
submitted by IGN Code Monkeys

Expert Technique 2: Blast Turn
Like the Rocket Start, the Blast Turn is another expert technique. To successfully maneuver tight corners without bumping into the guard rails, take your finger off the accelerator (A Button), then press it again to stabilize your racer. Combine this with the L and R drifting to get the best times.
submitted by IGN GBA Monkeys

Expert Technique 3: Perfect Landing
Many of F-Zero's later tracks contain shortcuts that let you jump ahead of the pack by using jump plates. Be sure to look at the track layout in the lower left corner of your screen to see potential shortcuts. But knowing where they are isn't enough. You also need to know how to properly land without losing speed. If you just touch down on the track, your craft will bounce and you will slow down. You can avoid this by pressing down on the pad just prior to landing.
submitted by IGN GBA Monkeys

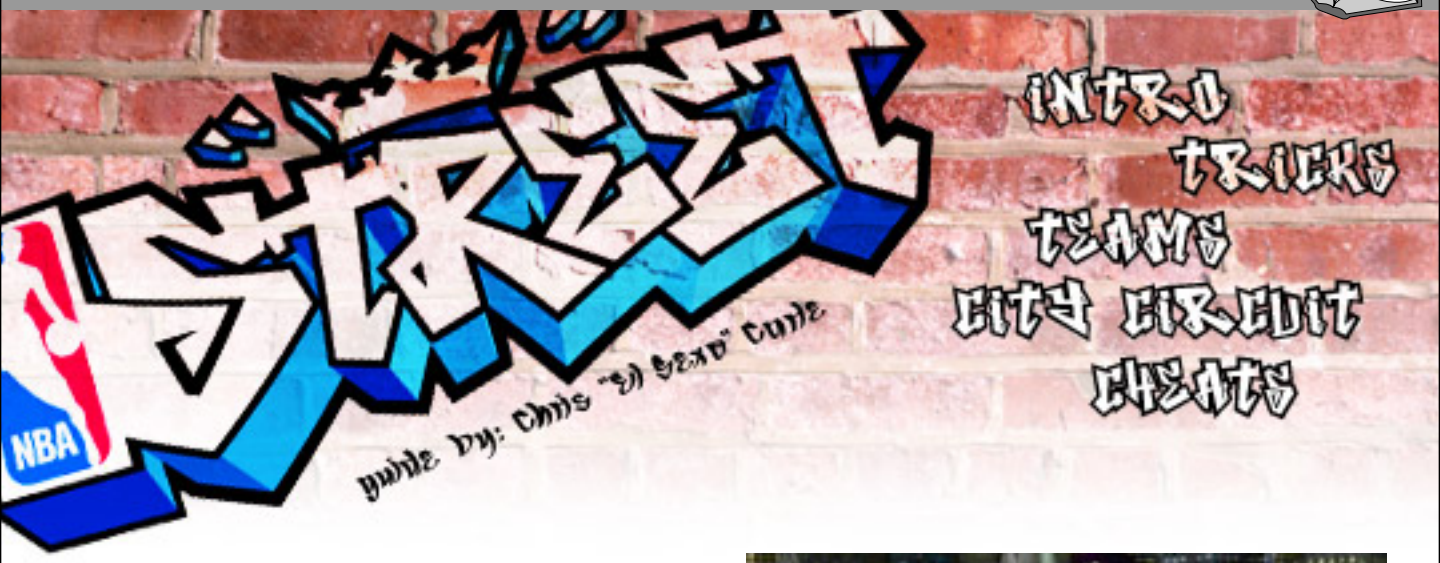
Hidden Demo Mode
To see an explanation of the above expert techniques and watch the computer complete a perfect lap and show you when to brake and when to boost, simply press the Select Button at the title screen.
submitted by IGN GBA Monkeys

Erase All Data
If for some reason you would like to delete all your scores and saved game data, simply hold L and R while switching on your GBA. You will then be asked whether you would like to delete everything – select Yes to execute the function.
submitted by NGI

Reset Game
F-Zero has a built-in soft reset. If you want to reset the game without actually using the on/off button, simply press the following buttons at the same time: A, B, Select, Start.
submitted by IGN GBA Monkeys

http://codes.ign.com

Be sure to check out IGN Codes for all the latest cheats and tips to help you get through the games!



INTRO

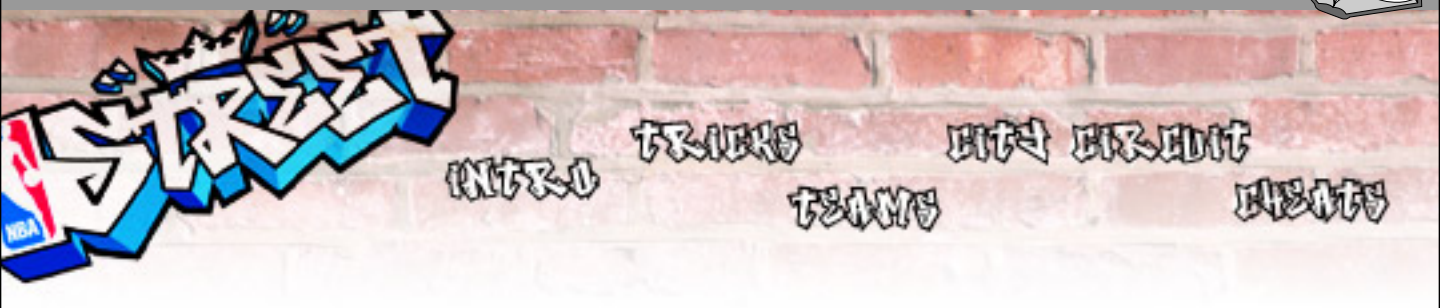
Where else but in NBA Street can you take one Michael Jordan with an eight-foot-tall Yeti? Ball with the likes of Moby Jones and Zoe Payne from SSX? Perform strings of crazy tricks en route to a Gamebreaker that will bust the shizznit wide open? EA Big has come through again with a great game. Is it the best basketball game ever made? We think so.

Now IGN Guides, ever your humble servants, have taken it upon ourselves to play the game a whole bunch and put together this mini-guide. In the next pages, we'll hook you up with tips to beat the City Circuit, a full tricks list, our team picks and all the cheats you can handle. Learn how to unlock Magma Man, 3LW, the EA Big team and all of the Courts. Find out how to get the Beach Ball, Big Head Mode and tons more. So lace up and let's hoop.

TRICKS

Like SSX, NBA Street employs a trick system using combinations of shoulder buttons. To perform these tricks, your Turbo meter will have to be at least partially full. Pull off series and combinations of tricks to grow your Gamebreaker meter. The offensive special tricks are listed below:

MOVE NAMES ::	BUTTON COMBINATION <SQUARE> ::	TRICK ::
Off The Hook	L1 + L2	Over The Shoulder Between The Legs Dribble
Ree2reel	R1 + R2	Switch Hand 360 Spin Move
Off The Chain	L1 + R1	Over The Shoulder Dribble
Backtrack	L2 + R2	Reverse Through Leg Dribble
Changeup	L1 + R2	Change Of Direction Dribble
Downshift	R1 + L2	Highstep Through Leg Dribble
Cyclone	L1 + L2 + R1	Crossover Spin Behind the Back Dribble
Couble Cross	L1 + L2 + R2	Through the Leg Cross in Front Dribble (Killer Crossover)
Breakin You Off	R1 + R2 + L1	Change Of Direction to Behind the Back Dribble
Slip 'N' Slide	R1 + R2 + L2	Roll On The Floor Crossover

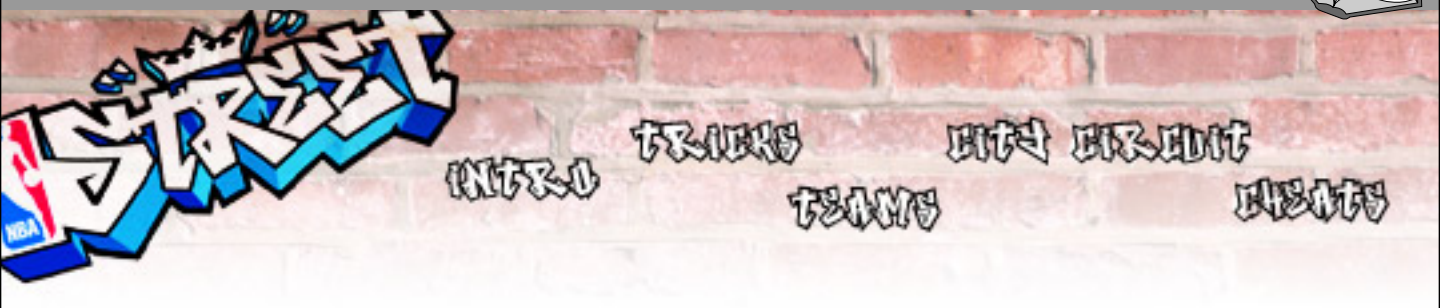


TRICKS

DUNK NAMES ::	BUTTON COMBINATION <CIRCLE>::	TRICK ::
Dominator	L1 + L2	Two Foot Two Hand Pull Back Jam
Groundshaker	R1 + R2	Two Foot One Hand Pull Back Jam
Hammerdown	L1 + R1	Different Kind Of One Hand Pull Back Jam
Backbreaker	L2 + R2	Gliding Reverse Two Hand Jam
High Rise	L1 + R2	Statue Of Liberty Jam (Jordan Jam)
Wake Up Call	R1 + L2	Cover Your Eyes Jam (Dee Brown)
Special Delivery	L1 + L2 + R1	Quick Two Foot Two Hand Jam
Dunkalicious	L1 + L2 + R2	360 Windmill Jam
Around The World	R1+ R2 + L1	Windmill Jam
Superfly	R1+ R2 + L2	Left Handed 360 Windmill Jam
Dinner Served	R1+ R2 + L1 + L2	Self Alley-oop

RANDOM MOVES ::		TRICK ::
Check Yo Bags		Fake Pass
Left Behind	1 Turbo + <square> (Not Always)	Through Opponents Legs Dribble
Breakin Ankles		Fake Dribble
Smooth Groove		Fake Behind The Back fake pass
Top Spin		Cradle Spin Fake
Funknflow		Fake Left Go Right Dribble

RANDOM DUNKS & LAYUPS ::	TRICK ::
Feed The Dog	Spread Eagle Layup
Missed The Bus	Jump Stop Layup
Smoothness	Switch Hands Layup
Mamma Jamma	Toe Tap Dunk



TEAMS

All of the NBA teams are represented in Street. Your job is to select the best three from those that are offered. To help make your decision easier, we've included our picks for each team here. The asterisks (*) indicate the most balanced, most talented squad of three from the players offered. Each team also has a Superstar, your go-to guy in the clutch.

VANCOUVER GRIZZLIES ::
*Shareef Abdur-Rahim-Superstar
Michael Dickerson
*Mike Bibby
*Grant Long
Stromile Swift

TORONTO RAPTORS ::
*Vince Carter-Superstar
Charles Oakley
*Antonio Davis
*Keon Clark
Morris Peterson

ATLANTA HAWKS ::
Theo Ratliff
*Toni Kukoc-Superstar
Jason Terry
*Alan Henderson
*Brevin Knight

MIAMI HEAT ::
*Alonzo Mourning-Superstar
*Brian Grant
Eddie Jones
Anthony Mason
*Tim Hardaway

ORLANDO MAGIC ::
*Tracy McGrady-Superstar
*Grant Hill
Darrell Armstrong
Mike Miller
*Bo Outlaw

HOUSTON ROCKETS ::
*Steve Francis
Cuttino Mobley
Maurice Taylor
*Hakeem Olajuwon-Superstar
*Shandon Anderson

DALLAS MAVERICKS ::
*Michael Finley
*Shawn Bradley-Superstar
*Dirk Nowitzki
Steve Nash
Juwon Howard

SAN ANTONIO SPURS ::
*Tim Duncan-Superstar
*David Robinson
Derek Anderson
Antonio Daniels
*Sean Elliott

PHOENIX SUNS ::
*Jason Kidd-Superstar
Shawn Marion
*Penny Hardaway
*Clifford Robinson
Rodney Rogers

UTAH JAZZ ::
*Karl Malone-Superstar
*John Stockton
Donyell Marshall
*Bryon Russell
Deshawn Stevenson

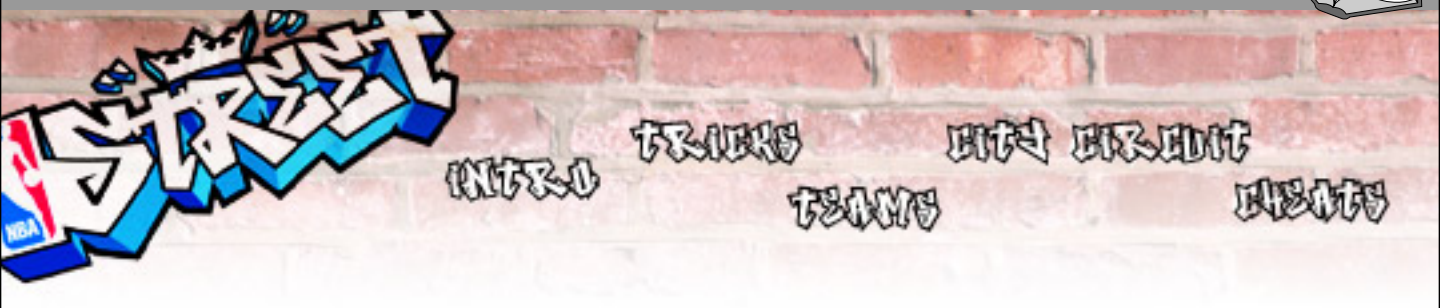
PHILADELPHIA 76ERS ::
*Allen Iverson-Superstar
*Dikembe Mutombo
*Eric Snow
George Lynch
Aaron McKie

BOSTON CELTICS ::
*Paul Pierce
*Antoine Walker-Superstar
Kenny Anderson
Tony Battie
*Vitaly Potapenko

NEW JERSEY NETS ::
*Stephon Marbury
*Keith Van Horn-Superstar
*Kenyon Martin
Kendall Gill
Aaron Williams

WASHINGTON WIZARDS ::
Jahidi White
*Richard Hamilton-Superstar
Courtney Alexander
*Mitch Richmond
*Christian Laettner

DETROIT PISTONS ::
*Jerry Stackhouse
*Joe Smith-Superstar
Ben Wallace
Chucky Atkins
*Corliss Williamson



TEAMS

CHICAGO BULLS ::
*Ron Artest
*Elton Brand-Superstar
*Ron Mercer
Marcus Fizer
Jamal Crawford

CLEVELAND CAVALIERS ::
*Clarence Weatherspoon
*Zydrunas Ilgauskas-Superstar
Andre Miller
*Jim Jackson
Lamond Murray

L.A. CLIPPERS ::
*Lamar Odom-Superstar
*Darius Miles
Michael Olowakandi
*Corey Magette
Kevin Dooling

INDIANA PACERS ::
*Jalen Rose
*Reggie Miller-Superstar
Jermaine O'Neal
Austin Croshere
*Travis Best

PORTLAND TRAILBLAZERS ::
*Michael Finley
*Shawn Bradley-Superstar
*Dirk Nowitzki
Steve Nash
Juwon Howard

SACRAMENTO KINGS ::
*Chris Webber-Superstar
*Jason Williams
Peja Stojakovic
*Vlade Divac
Doug Christie

MINNESOTA TIMBERWOLVES ::
*Kevin Garnett-Superstar
*Terrell Brandon
Chauncey Billups
*Wally Szcerbiak
Laphonso Ellis

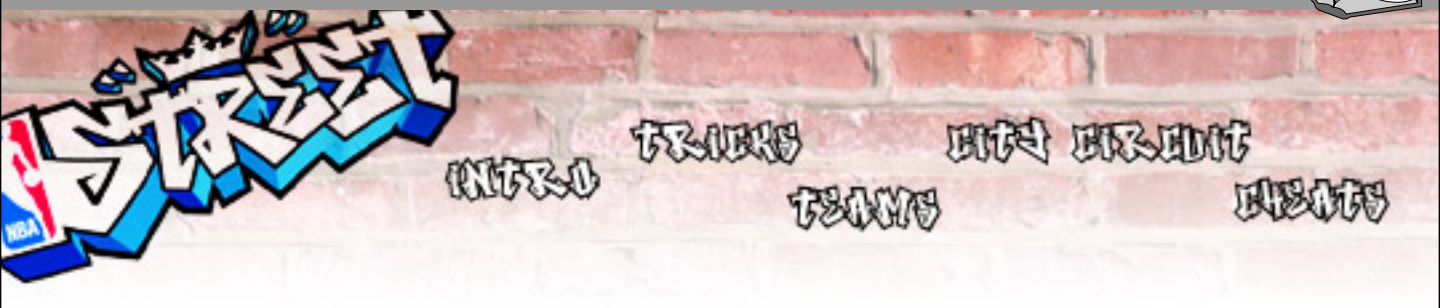
L.A. LAKERS ::
*Kobe Bryant
*Shaquille O'Neal-Superstar
Derek Fisher
Horace Grant
*Robert Horry

SEATTLE SUPERSONICS ::
*Gary Payton-Superstar
Rashard Lewis
*Vin Baker
*Patrick Ewing
Desmond Mason

As an added bonus, here are our picks for best players in the game (special players excluded) ::
Shawn Bradley, Tony Kukoc, Shaquille O'Neal, Allen Iverson, Glenn Robinson, Alonzo Mourning, and Dikembe Mutombo.

CITY CIRCUIT

The City Circuit is a one-player journey through some of the raddest, baddest street courses in America. On your way through the circuit, you'll pick up new players to add to your roster, fresh courts to play on in all modes of the game, and plenty of facials from your opponents. Competition starts out pretty soft but gets pretty evil. The final boss is Michael Jordan. 'Nuff said. We break down the action region by region and give you strategies for taking down the Street Challenge toughs.



CITY CIRCUIT

Region #1 ::

Region #1is an introductory level of the Challenge, which will get you ready for the coming competition. There are two teams in this bracket–both from Candada. The only real threat here is Vince Carter of the Raptors. Don't ever leave him unguarded and you'll blow through this bracket easily.

Teams:
Vancouver Grizzlies
Toronto Raptors

Street Challenge #1

Biggs: Beacon Hill

The first Street Challenge takes place on the snowy courts of Boston, MA, home to the British beefcake known as Biggs. Biggs is a shot-blocking, rim-rocking dynamo. To school his team, you'll need to pay special attention to the big booter himself. The other two cats on this squad are pretty easy to deal with. The shorty is extremely easy to stuff, but he'll continually come inside. The dude in the red sweatshirt is a good medium-level player with good all-around ability, so keep an eye on him. Guard Biggs with your largest mamma jamma, always keeping the player in front of him. If he gets loose on the way to the hoop, he's tough to stifle from behind, simply because he's so strong. Watch out when he goes up for a loose ball, as he likes to kick with those heavy Lugz. Bigg's main problem is that he's slow, so exploit this by pushing the ball up the court. Let's face it… this is the first level Boss, so he's not too tough.

Region #2 ::

The second region ramps up the difficulty slightly. Put Biggs on your team to add some serious shot-stuffing ability. If you took Vince Carter, he's a good addition to your roster. In this Region, watch out for the Hawks, as Tony Kukoc is a mega-bruiser in this game. He'll bowl you over inside and finesse you from the outside. Tracy McGrady on the Magic and Alonzo Mourning on the Heat are also guys you'll need to keep track of.

Teams:
Charlotte Hornets
Atlanta Hawks
Miami Heat
Orlando Magic

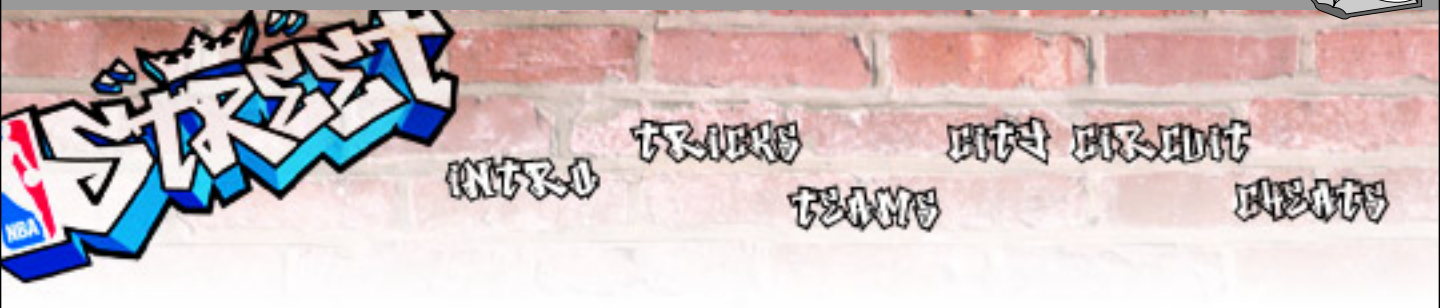
Street Challenge #2

Bonafide: The Cage

Welcome to The Cage in Manhattan, home of the fierce (but short) basketball warrior known to the phone company as Carlito Vargas and everyone else as "Bonafide." Bonafide is all about the quickness. He's pretty strong, too for a little guy. His specialty is swinging his arms when he's in close. He'll do this to knock you over, then blaze a trail to the net or take the open jumper. He's almost automatic from behind the arch, so make sure you dog him all around the court. His opponents are not that great, so you can key on Bonafide for the most part. Select a group with at least one shot blocker to shut him down if he starts ripping shots from long range. Alonzo Mourning is a good candidate for this duty.

Region #3 ::

The third Region is stocked full of talent, not the least of which is the fearsome Shawn Bradley of the Dallas Mavericks. While in the NBA Bradley may be somewhat of a disappointment, in Street he's an all-consuming, ball-gobbling blockmeister, not to be taken lightly. Don't even try to go inside against him unless he's flat on his keister. He's tall enough to block the moon, so take this into account. The twin towers of San Antonio (David Robinson and Tim Duncan) will also pose some problems. Make sure you've got either Alonzo Mourning, Biggs, or a tough, tall created player on your team at all times. ▶



CITY CIRCUIT

Teams:

Houston Rockets
Dallas Mavericks
San Antonio Spurs
Phoenix Suns
Utah Jazz

Street Challenge #3

Drake: The Yard

Detroit, Michigan: home of Ford Motors, Eminem and The Yard, a back alley street court that Drake built. Drake is a tough baller with good all-around skills, although his "streetness" is in question (he grew up the suburbs). About the only thing Drake can't do well is dunk, so force him near the rim and he'll have no choice but to pass off. His teammates, Mother Nature and Round the Way Girl have quickness to match his, so double teaming is out of the question. However, neither of these ladies is inclined to launch a three, and no one on this team has much size, so you can dominate play with a great shot-blocker. Either Tim Duncan and Shawn Bradley should be on your team by now, so choose them for this battle.

Region #4 ::

The East coast is home to the NBA's MVP Allen Iverson, and his Finals crew is definitely the best opponent in the region. Not only is Iverson squirrelly both inside and out, but Dikembe Mutombo is one of the most dominant shot blockers in the game. Make sure you have someone comparable, like a Shawn Bradley. Also, put someone good on Iverson (McGrady or Kidd come to mind). As for the rest of the bracket, Marbury of the Nets has great outside game, but the rest of the teams here are kind of pushovers.

Teams:

Philadelphia 76ers
Boston Celtics
New Jersey Nets
Washington Wizards

Street Challenge #4

DJ: Venice Beach

Venice Beach is hot, and so is the competition. (Who writes this crap?) Actually, DJ is one of the easier level bosses in the game. Sure, he has elevated skills, but after facing the likes of Iverson, he won't seem like anything special. He has good all-around game and is pretty quick, but you can stifle him and his cronies with a well-balanced crew. At this point, you'll have a large talent pool to draw from. Use it to fill out a team with a good shot-blocker, a decent outside shooter and a good mid-range guy. DJ's teammates are about the same size as he is, so you can pretty easily shoot over them. Work the ball inside, then out and pop for threes. Make sure to knock down anyone who runs out to meet you so you'll have an open shot.

Region #5 ::

Region #5 plays out much the same way Region #4 did. There aren't a whole lot of Superstars in this bunch, with the exception of Kevin Garnett and Terrell Brandon of the Timberwolves. Minnesota is by far the most balanced group here, but you might catch a good game against the Pacers, too, as Reggie Miller likes to bomb from three-land and Jalen Rose is pretty good from anywhere on the floor. The Pistons, Bulls and Cavs have little to offer.

Teams:

Detroit Pistons
Chicago Bulls
Indiana Pacers
Minnesota Timberwolves
Cleveland Cavaliers

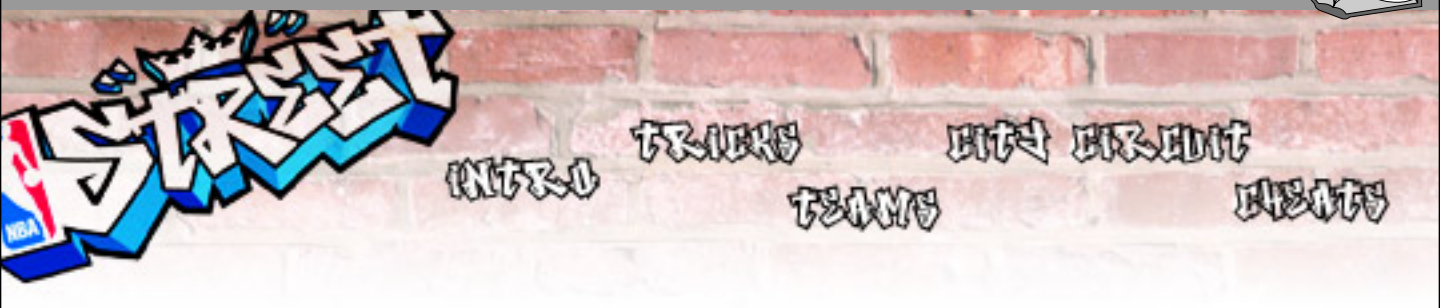
Street Challenge #5

Takashi: Yakatomi Plaza

The fifth street challenge takes place above a skyscraper reminiscent of the one from Die Hard. Yippie-kiy-yay! The king of this ethereal throne is a super-tall beanpole known as Takashi. This gangly giant covers a lot of court with a serious wingspan and the ability to block most anything, including your treasured Gamebreakers. You'll want to be driving down the lane and taking Takashi down with a Slip and Slide or other such maneuver. Don't even think about an alley-oop if Takashi is on his feet near the hoop. Make sure you have a Bradley or Ilgauskas or Mutombo on your squad in order to tango. You may not be able to stop Takashi completely, but you should be able to slow him down enough to win. The best part? Once you beat this goliath, he has to come play for you.

Region #6

Here is where the cream of the NBA reside... out on the west coast. Not only do you have some of the toughest teams in ▶



CITY CIRCUIT

the game out here, but each of the Region 6 squads has at least one viable superstar. In Portland, it's Scottie Pippen, but you also have to watch out for Stoudamire and Wallace. You'll need a balanced team to take these guys on. In LA (versus the Clippers), there's the underrated Lamar Odom. Across town, you've got Shaq, Kobe and the crew. Hands down, Shaquille O'Neal is the toughest NBA player in the game. Put a big body on him and watch him all the time. He'll go up for his fair share of alley-oops and face-wrecking dunks before it's all over. In California's capitol, Sacramento, the Kings have perhaps the most balanced trio around in Chris Webber, Jason Williams and Vlade Divac. You might want to select MJ to meet them. And in Seattle, Vin Baker and Gary Payton will bend you over a stump if you're not careful. For all these teams, a good blend of power, finesse and height is in order. Choose wisely from your palette of talent.

Teams:

Portland Trailblazers
LA Lakers
LA Clippers
Sacramento Kings
Seattle Supersonics

Street Challenge #6
Stretch: Rucker Park

Stretch is an old school baller with a chip on his shoulder and a fro on his head. He's tough in the paint, both as a shot blocker and dunking sensation, so put your biggest body on him and keep at a reasonable distance. Stretch likes to bash you with his big elbows inside, knocking you down to clear a path to the hoop. If you hang back slightly and don't let him mess with you, he'll be reluctant to stop and pop for a jumper, and you'll cut him off in the lane. His teammates are a well-rounded group of street hardened players, who have a lot of power and quickness, but not much of an outside game. Regardless, make sure everyone has a body on them at all times.

Final Challenge ::

Michael Jordan

Since you've been able to use MJ since the beginning, you have a good sense of what His Airness can do. Now you have to face him and the NY Street Legends. This isn't going to be pretty. The thing about Michael is that you can never leave him unguarded, so you'll need a player with a lot of quickness to shadow him. Don't worry if Michael scores some points. He will. Just be sure you score more. To this end, make sure you have a great three point shooter along for the ride. Someone like Gary Payton fits this double bill nicely. I also found Glenn Robinson of the Bucks or Kobe Bryant of the Lakers to be adequate. Be careful not to pay too much attention to Jordan (double teaming him), or his teammates will scorch you good. Make sure you also have a dominant physical presence inside. Someone like Takashi or Shaq is good in this regard. The biggest key to beating Jordan is to be in his face constantly. If you leave him alone for a second, he'll score. Pay even closer attention to him behind the three line, as he'll spring for a thromboli whenever the mood hits him. Ultimately, defense is the key to beating MJ, as is the Gamebreaker. If you can make them waste theirs through good defense, blocking or stalling, you stand a good chance of winning. And if you don't win immediately, there's always the Rematch.

CHEATS

CHEATS

Unlocking NBA Players ::

To unlock NBA Superstars, play the City Challenge. Each time you beat an NBA team in this mode, you will be able to select a player from their five man roster.

submitted by IGN Codes

Unlocking Special Players and Courts ::

While playing the City Circuit, you will progress through a number of NBA teams. Then, when you reach each Region's City Challenge, you will play a team of pumped-up street ballers. To claim the leader of each of these teams for your own squad, simply win the Challenge. In addition, you will unlock the Courts these "legends" call their homes.

Region "bosses" are as follows:

Region 1: Biggs/ Beacon Hill
Region 2: Bonafide/ Broad Street
Region 3: Drake/ The Yard
Region 4: DJ/ Venice Beach
Region 5: Takashi/ Yakatomni Plaza
Region 6: Stretch/ Rucker Park

Beat Michael Jordan at the end of the game to unlock one of the following characters from the special teams:

Magma Man	Kiely
Grayalien Alien	Naturi
Yeti Snowman	Adrienne
Moby Jones	Skip to My Lou
Zoe Payne	The Goods
Tracy Maretti	Starbury

Unlocking Special Teams ::

As you progress through the game and save to a user name, you will begin to accrue stats. The user name will keep track of how many games you've won. Once you've reached the milestones listed below, that squad will be available for use in Hold The Court mode:

10 Games: Team BIG
20 Games: Team 3LW
30 Games: Team NYC Legends
40 Games: Team Street Legends
50 Games: Team Dream

Unlocking Create Player Pieces ::

Complete Hold the Court Challenges to unlock extra pieces and Development Points to add to your created player.

INTRO TRICKS CITY CIRCUIT
TEAMS CHEATS

CHEATS

No Cheats	
Casual Uniforms	
Authetic Uniforms	
Player Names	
No Auto Replays	
No HUD Display	
No Player Indicators	
Summertime Joe	
Springtime Joe	
Athletic Joe	
No Shot Indicator	
Explosive Rims	
ABA Ball	
WNBA Ball	
NuFX Ball	
EA Big Ball	
Beach Ball	
Medicine Ball	
Volley Ball	
Soccer Ball	
Tiny Players	
Big Heads	
Tiny Heads	
ABA Socks	
No Shot Clock	
Less Gamebreakers	
More Gamebreakers	
No Gamebreakers	
No Juice	
Unlimited Turbo	
Easy Distance Shots	
Harder Distance Shots	
Mega Dunking	
Ultimate Power	
Mad Hands	
Super Swats	
Sticky Fingers	
Captain Quicks	
No Dunks	
Less Blocks	
Less Steals	
No Alley-Oops	
No 2-Pointers	

Issue #4 Parting Shot ::

The End ::

It's always sad to say goodbye, but that just what we have to do now. We hope you enjoyed this month's issue of IGN Unplugged as much as we enjoyed taking this picture of Doug Perry and Dave Z. And if you think this is disturbing, you should see what was going on below the picture. Maybe we'll include that in a future issue of IGN Unplugged, 18+ Edition.

Anyway, we're outta here to finish up the websites and start work on next month's issue of Unplugged.

As always, we're open to criticism, both good and bad (hopefully more of the good, though). If you want to get in touch with us here at IGN Unplugged, simply send us an email at unplugged@ign.com.

See you next month,

– the fine folks at IGN

Unplugged's Special Thanks This Month ::

I'd like to start off by thanking Sugar Ray for coming out with a new CD to listen to while working on Unplugged. I'd also like to give a quick shout out to my homies down at Starbucks for helping me make it in to the office somewhat coherant. Again, thanks to the flycam boards guys for keeping me entertained during the long tedious late night hours of putting this mag together. See ya next month. ***– Scott Allen***